NEPTUNE
First word on Sega's newest system!

CES REPORT – HOTTEST GAMES FOR '95!

GP Publications, Inc.

Game players

SEGA•NINTENDO and MORE

STAR FOX 2

BEST BRAWLER EVER!

Playstation's secret weapon KOs *Virtua Fighter*! Full story inside!

MORTAL KOMBAT: THE MOVIE! PG. 10

$4.95 U.S. / $5.95 CANADA
MARCH 1995 Vol. 8, No.3
03
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NHL® ALL-STAR HOCKEY 95

Crushing check! Over 1,000 animated frames including slap shots, wrist shots and 14 different goalie animations!

Fedorov unloads against the Rangers! All 650 NHL players are here – and you select automatic or manual goalie control!

Game Gear™ gives you all 26 NHL teams – and all real NHL players for playoff action straight through the Stanley Cup Finals!

THE ULTIMATE POWER PLAY.

Skate your way to Stanley Cup® glory with all-new All-Star Hockey! Play with all 26 NHL® teams and all 650 NHL Players including Bure, Messier, Yzerman, Jagr, Lindros, Hull, Irbe, Chelios and more! Real ice-action is here too with line changes, "speed bursts", instant replays, one timers - with a battery that tracks season standings & stats, sampled sound effects and color commentary from Marv Albert, voice of the NY Rangers. It's as real as it gets – and it's only from Sega Sports™!

SEGA SPORTS™

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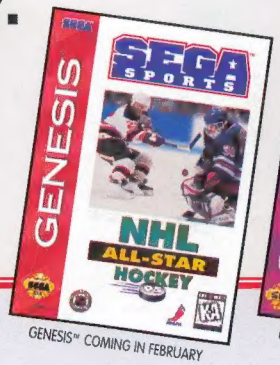
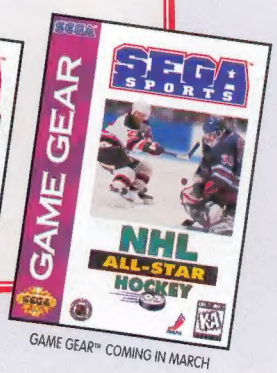


GENESIS™ COMING IN FEBRUARY



GAME GEAR™ COMING IN MARCH

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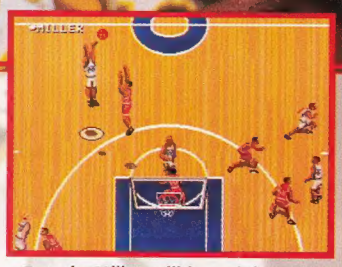
SO REAL YOU'LL FORGET IT'S A GAME

ALL NEW

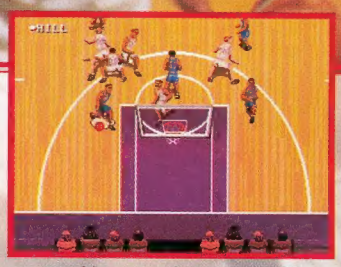
NBA ACTION '95

STARRING DAVID ROBINSON



Reggie Miller will be raining 3's!

Robinson takes his slams to a new level!



Rookie sensation Grant Hill explodes to the hole!

RISE ABOVE THE REST!

Real NBA stars including Patrick Ewing, Hakeem Olajuwon, Tim Hardaway, Jason Kidd, Shawn Kemp and Larry Johnson take flight with our "All-New Fast Breaking View." Choose from 27 NBA Teams, to battle through League, Playoffs and the NBA Finals. Trade players to build a dynasty, then immortalize the glory with your own personalized cart! Create your own players, put yourself in the game, and see how you measure up to NBA stars or play with 30 Hall of Famers. Large Battery tracks stats in 19 different categories. Marv Albert calls all the action. NBA Action '95 starring David Robinson is fan-tastic!

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SO REAL YOU'LL FORGET IT'S A GAME

BATTLEMORPH™ This much-anticipated 3-D sequel to Cybermorph has a killer new twist. You can seek out new worlds underwater and underground. Available 1st quarter.

BRETT HULL HOCKEY™ With awesome digitized graphics and a real-time 3-D rink, you'll feel every slapshot, save and humiliating slam into the boards. Available 2nd quarter.

DRAGON'S LAIR® Dirk's back, only this time he'll be fighting dragons in your home. It'll take the Jaguar's raw 64-bit power to the max. Available 1st quarter.

HIGHLANDER™ Based on the hit movies and TV series, Highlander will take your swordsmanship to the 64-bit level. Available 1st quarter.

ROBINSON'S REQUIEM™ Imprisoned on an alien planet, you either escape or die. You'll cover 3 miles of 3-D terrain as you fight off starvation, predators and insanity. Available 2nd quarter.

BLUE LIGHTNING™ You're in an F-18 battling a renegade general. Can you handle precision flying and stomach-wrenching dogfights or do you need your mother? Available 1st quarter.

CREATURE SHOCK™ You're on a mission to find the remains of a lost ship on the near-dead Planet Earth. 3-D graphics and eerie special effects add to the chills. Available 2nd quarter.

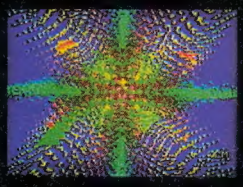
ATARI® Game tips and hints: 1-900-73-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. ATARI, the Atari logo, Jaguar, the Jaguar logo, Jaguar CD, VLM, Virtual Light Machine, Battlemorph are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. Made in the U.S. of domestic and imported components. All rights reserved. All other trademarks and copyrights are properties of their respective owners. "Dragon's

How can we possibly make the 64-bit Jaguar more powerful? Attach an Atari double-speed CD player. It's a lot like attaching an atom bomb to an F-14. We're talking explosive power that no other CD-ROM combination can match. Just piggyback this 790-megabyte monster onto your Jaguar and watch your TV come alive with insane true color, movie-like images and CD-quality stereo sound.

DEMOLITION MAN™ Get ready for an interactive adventure with live action footage of Stallone and Snipes. Now your sappy dreams of movie stardom can be a reality. Available 1st quarter.

The most powerful game system in the world just got a 790 Meg TUNE-UP.

VIRTUAL LIGHT MACHINE™ Watch the beats of your CD's come to life in a pulsating collage of 65,000 mind-blowing colors. Or create your own cosmic light show at the touch of a button.



If our Interactive CD games don't rearrange your brain cells, the built-in Virtual Light Machine will. Throw on your favorite CD, and watch the music morph, contort, and pulsate in a psychedelic light show your ex-hippie parents may even appreciate. So check out the new CD player for the Jaguar. It'll crank the torque up to nuclear proportions.

$149

[CD player comes fully loaded with everything but a Jaguar.]

JAGUAR 64 MULTIMEDIA PLAYER CD

DO+THE MATH

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CLASSIFIED

GRRRROOOFFF HRRRRR blahray raza grroar wraowwww Rrrrrrr blorrr groatt zzzzatrog floaahhh. @#*!^@#*!^*^#@ !!!! **UMP** Contact Taz.

TICKETS FOR SALE, Looney Tunes B-Ball tournament. 1-800-DRIBBLE.

DESPERATELY SEEKING high-performance roadster. Will provide unlimited birdseed. Contact Wile E. Coyote.

$$$$$$$$$$$$$$$$$$$$ BILL TROUBLE got you down? Get in touch with the bill expert. Contact Daffy Duck on Game Boy. **$$$$$$$$$$$$$$$$$$$$**

PORTLY SWINE looking for vacation p-p-p... vacation p-p-part... vacation p-p-part... traveling companion for **Porky Pig's Haunted Holiday.** Must bring pillow. Contact Porky Pig.

PLAYERS NEEDED for two-on-two pick-up game. Must enjoy pies in the face. Contact **Looney Tunes B-Ball.**

RE FOR springs, ses, rope, liable Acme ntact Wile E. Coyote.

BLE PET-SITTER. Will d care for small pets 're away. Reasonable my specialty. Trust weetin' Pet Service. or Sylvester.

NTED. Big ng to travel. life. Call

MUSKET FOR SALE. Used only for twacking wascally wabbit in **Bugs Bunny Rabbit Rampage.** Vewy, vewy quiet. Contact Elmer Fudd.

FOR SALE, P38 Space Modulator. Ideal for global destruction or livening up parties. Goes over great with the chicks or in **Daffy Duck The Marvin Missions.** Contact Marvin the Martian.

SINGLE BLACK CAT seeks small yellow bird for meal-time companionship in **Sylvester & Tweety.** Must have good taste. Contact Sylvester.

CASTING

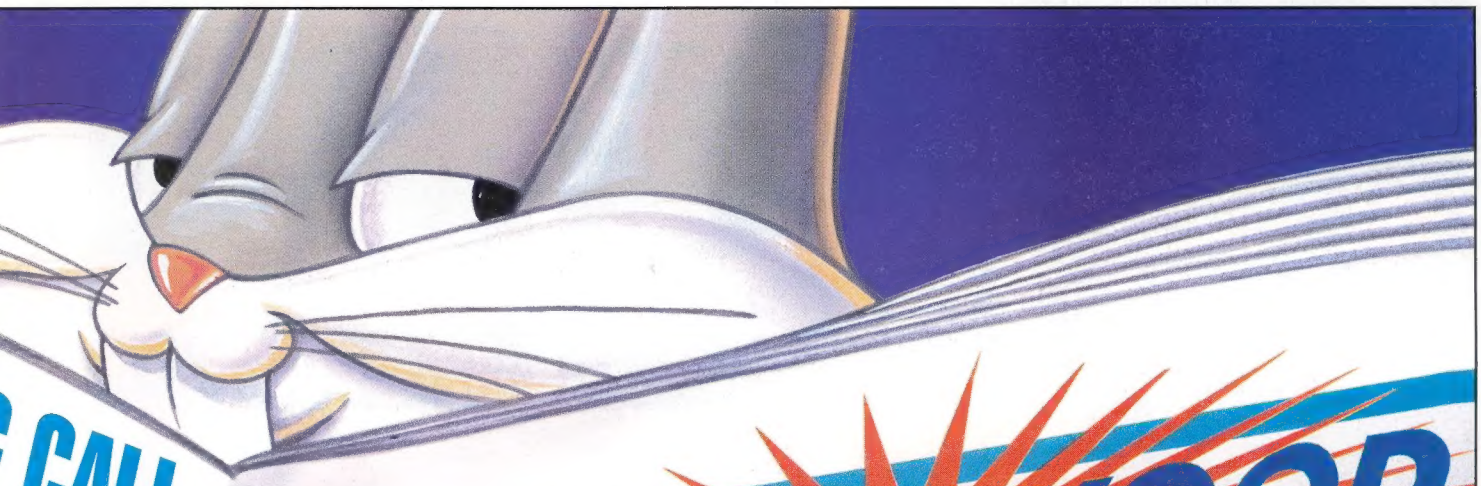
Try out

LOONEY T

family of

Coming Soon!

hot



HOLLYWOOD STAR

"LOONEY TUNES B-BALL" IS A SLAM-DUNK WINNER!

by Howard Coleslaw

In one of the greatest games this reporter has ever had the privilege to cover, **Looney Tunes B-Ball** scored the biggest victory ever.

When this wacky, fast jammin' game of roundball begins, it's clear that anything goes! First, choose from your favorite Looney Tunes characters and go two-on-two against the computer or your friends! You set the Wacky Meter to the level of craziness you want — from 1, for no-nonsense streetball, all the way to 5, where the only rule is there are no rules!

Change the ball into a cream pie and show your opponent the new meaning of "in your face"! Go visible or teleport past ur man and take it to the k for two! And the clock isn't the only thing ticking when the ball becomes a bomb for tato!

he locker room after the game, the Looney Tunes team was understandably exhausted, as the action was fast and furious at both ends of the court. Overall, the team was pleased with its effort, though Taz's moves did come into question.

"Taz can't dribble, but he sure does drool," said team captain Bugs Bunny.

Taz was unavailable for comment, but released the following statement through his agent: "Roarg hawraaaa grroagh froww hrrrg! #@!**##^@!" Most observers tended to agree.

Looney Tunes B-Ball is your season ticket to fun. "Shoot, doc," said Bugs. "We're having a ball!"

The arena will rock as you play through earthquakes, eclipses and more! So go ahead and drive to the hole. But watch out, you just might fall in one!

SUNSOFT™

The ... you play, ... you'll get.

w...

fr...

Du... (also ... great ma... in his ow... The Loon... features all y... Bugs Bunny, Por... Sylvester and Tweety, E... Fudd. And Daffy Duck himself.

The Acme Animation Factory just the carrot on the...er...Neve mind.

TAKE THE COURT FOR THE WACKIEST GAME OF HOOPS EVER!

SUPER NINTENDO ENTERTAINMENT SYSTEM

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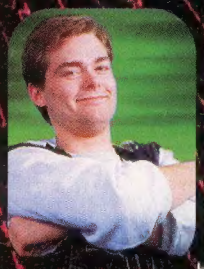
Welcome to GAME PLAYERS



What a mess! My first full issue as Editor was a madhouse, as everyone scrambled to get their work done in-between the holidays and the Winter Consumer Electronics Show. We're lucky that we escaped with our sanity! At least some of it, anyway.

Speaking of CES, go on ahead and jump straight to our full report on page 37 — it's the closest you can get to the showfloor without a press badge. And you don't have to put up with any of those stale sales pitches!

But wait, that's not all! We've got tons more great stuff including brand-spankin' new reviews of *NBA Jam: Tournament Edition* and *Jurassic Park 2*, as well as sizzlin' strategies for games like *Ristar* and *NHL '95*. Plus all the great columns and newsy bits that you love us for. Oh, a quick tip of the hat to D.P. for his invaluable help. You saved our ass, man!

Chris

COLOR KEY

Use this color key to identify systems throughout the magazine. Whenever you see RED in a rating box or info box, for example, you know you're looking at a SNES game; DARK BLUE always signifies Genesis.

GENESIS

SNES

SEGA CD

GAME GEAR

GAME BOY

32X

NEWS 10

All the news that fits, we print!

InfoTrak 10
What's hot and what's snot!

Charts 28
If we're playing it, you're gonna know about it, OK?

Gossip 23
Juicy, juicy, juicy... hey, stop drooling on the page, will ya?!?

Arcades 17
Starve those big machines with our quarter-saving diet plan!

Import Games 26
We think we're turning Japanese, we really think so!

Hardware 24
We got the inside dope on all the new nuts-and-bolts stuff!

Mean Machines 18
They're meaner than a junk yard dog and twice as fast!!!

READER'S SAY 118

All the news that fits, we print!

Reader's Network 124
You wrote 'em. Now you gotta read 'em!

Pushing the Envelope 126
Some really great art and a whole bunch of... cheese?

Back Talk 127
We tell you what we're gonna do and then we laugh.

SUBSCRIBE 98

You can pay us now or pay us later!

CES

CONSUMER ELECTRONICS SHOW

It's that time of the year again! Check out the games you'll be playing in 1995!

MEET THE TEAM

If you could be any video game character, which one would you be?

Chris
I'd be Plucky Duck, 'cuz he's not only cool, but he has a great management style!

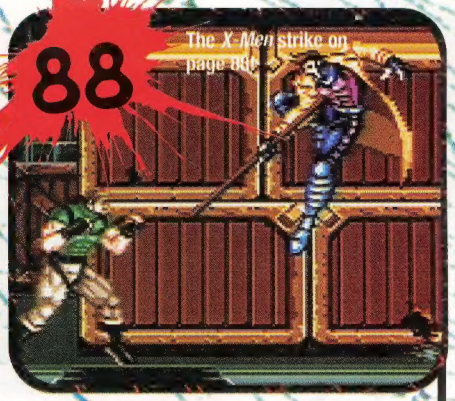
Jeff
That's a stupid question! Get the hell outa here! Where the hell's my coffee? I need my coffee!!!

Doug
The Penguin. Yep, the Penguin, 'cuz he's such a stylish guy with those cool suits!

Mike
I don't wanna be Ecco! The next guy who makes a fish joke gets a face full of fist! Got it?

Jon
I wanna be Stimpy, 'cuz he's obviously the real smart one. Hey, are you laughing at me?

Vince
I'd be Kendo Coyote. I got a great headbutt! Here, I'll show ya! Hey! Hey, come back here!



Game Reviews 49

These carts begged for mercy, but we just didn't give a damn!

Aero the Acrobat II	58
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Slam City with Scottie Pippen	66
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Strategy & Tactics 83

All the game carts scream 'Run away, run away!' when they see us coming!!!

Animaniacs	114
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Sonic & Knuckles	114
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The Lion King	108
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Sports Reviews 76

Here's where we play hardball! Catch this action!

Michael Andretti's Indy Car Challenge	76
Tecmo Super Bowl II: Special Edition	78
ESPN National Hockey Night	80

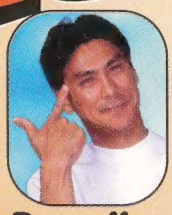
Now Playing 116

This info could cost you as much as 25 bucks. We just ask that you pay attention...

Cover Story 40

Karie
I gotta be Kitana, because she's quick and graceful, and she don't take no crap!

Vinny
I wanna be Mickey Mantle! I don't care if he's not a game character! I wanna be Mickey!!!



Darrell
I wanna be Sonic! No, wait... I wanna be Knuckles! No, Sonic! Knuckles! Sonic! Arrrg!!!

Bill
I wanna be the second tree from the left in *Donkey Kong Country!* Talk about your depth and pathos!

Slippy
I want to be in *Mortal Kombat II*, 'cuz I like to see people croak! Ribbit, ribbit, ribbit, ribbit!

INFO TRAK

Hey gang, here's the latest scoops, hot off the presses and delivered to you fresh, just in time to satisfy your need to know it all!

MORTAL KOMBAT MOVIE

Film Him! The movie that *MK* fans have been demanding is almost here! Mirroring the games' original stories, the evil Shang Tsung is assembling the tenth *Mortal Kombat* in the dark and desolate Outworld, a tournament that has belonged to the menacing Goro for the last nine generations. If he wins once more, the portal between Earth and the Outworld opens and darkness reigns for all eternity (not a very pleasant thought). Thankfully, Rayden the Thunder God has recruited three mortals to help save the Earth: Martial Arts Champion Liu Kang, Movie Star Johnny Cage, and Special Forces Agent Sonya Blade.

Joining the mortals is the beautiful Princess Kitana, who decides to claim her right to the throne of the Outworld and return it to the beautiful place that it once was. The rest of the characters from the first two *Mortal Kombat* games also make an appearance, but may not play a major role in the story.

New Line has assembled a top-notch cast and production team, so expectations are high. A preview trailer has been running in theaters for a while now, and it's created quite a stir. Just take a look at these pictures...

Scorpion promises the censors that he'll be nice.

CAST LIST

Liu Kang (Robin Shou): National Forms Champion and star of many chinese films

Johnny Cage (Linden Ashby): *Wyatt Earp, Eight Seconds, Mr. and Mrs. Bridge*

Sonya Blade (Bridgette Wilson): *Last Action Hero*

Rayden (Christopher Lambert): *Greystoke: The Legend of Tarzan, Fortress, Highlander*

Shang Tsung (Cary-Hiroyuki Tagawa): *Rising Sun, License To Kill, The Last Emperor*

Kitana (Talisa Soto): *The Doors, Mambo Kings, License To Kill*

Kano (Trevor Goddard): *The Commish, Dark Justice, Renegade*

PRODUCTION

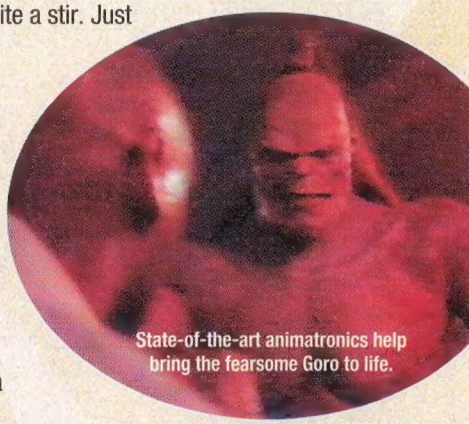
Visual Effects: Alison Savitch *(Terminator 2, Dracula, The Shadow)*

Computer Effects: R. Greenberg Associates *(Death Becomes Her, In the Line of Fire)*

Creature Effects: Tom Woodruff and Alec Gillis *(Alien, Wolf)*

Producer: Larry Kasanoff *(Terminator 2, True Lies)*

Director: Paul Anderson *(Shopping* - a British film)



State-of-the-art animatronics help bring the fearsome Goro to life.

Hey... who cut the cheese?!?

Forget that Kung Fu stuff! Kiss my @$$, you mutant scum!

TimeLine

Here are the games you'll be playing in the upcoming months...

FEBRUARY 1995

Battle Frenzy	Domark	SG, SCD
Battletech	Activision	SNES
Clayfighter 2	Interplay	32X
Jack Nicklaus Golf '95	Accolade	SG
Kelo Flying Squadron	JVC	SCD
Kirby's Avalanche	Nintendo	SNES
Kirby's Dream Course	Nintendo	SNES
Road Rash 3	Electronic Arts	SG
Skeleton Krew	Core	SG
Time Cop	JVC	SNES, SCD
World Champions Rally	JVC	SCD

MARCH 1995

11th Hour	Virgin	3DO
Aladdin	Virgin	GG, GB
ATP Tour Tennis	Sega	SG
Barkley: Shut Up & Jam 2!	Accolade	SG
Batman & Robin	Sega	SG
Brutal: Paws of Fury	Gametek	SG, SCD
Coach K College Basketball	Electronic Arts	32X
College Basketball	Sega	SG
Desert Demolition	Sega	32X
Dragon	Virgin	SG
Ecco Jr.	Sega	SCD
Fatal Fury Special	JVC	SG
Fireteam Rogue	Accolade	SCD
Frantic Factory	Virgin	SG
Golf	Sega	SG
Greed	Virgin	32X CD
Hagane	Hudson Soft	SNES, SG
Hudson Soft Soccer	Hudson Soft	SNES, SG
Mega Bomberman	Sega	SCD
Midnight Raiders	Sega	SG

The Inside Trak

We take a brief look at what the publishers are up to...

Argonaut

The U.K. based developer has just finished the long-awaited upgraded FX chip. The new chip, the FX 2, will be used in games like *StarFox 2* and *FX Fighter*. The chip has been in development for some time and sources inside Argonaut claim an earlier version of the chip was ready for *Stunt Race FX*.

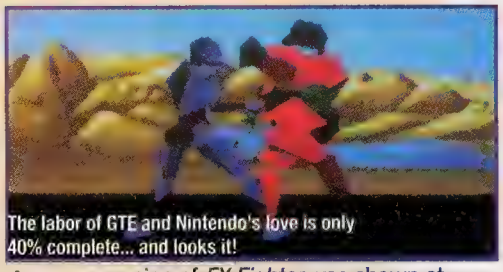
Playmates

Playmates Toys are currently crafting *Earthworm Jim* action figures for release in September or October. The figures, which will be unveiled at Toy Fair in May, will feature Jim, Evil the Cat and Professor Monkey-for-a-Head. Playmates believes the *Earthworm Jim* toy line will do incredibly well, despite the game's so-so holiday sales.

Universal Cartoon Studios

Also look for *Earthworm Jim* to hit your television in late September, courtesy of the newly formed Universal Cartoon Studios. The studio will work in conjunction with Sony Entertainment to develop an *Earthworm Jim* Saturday morning cartoon. Could *Earthworm Jim* be on before *Tiny Toon Adventures*?

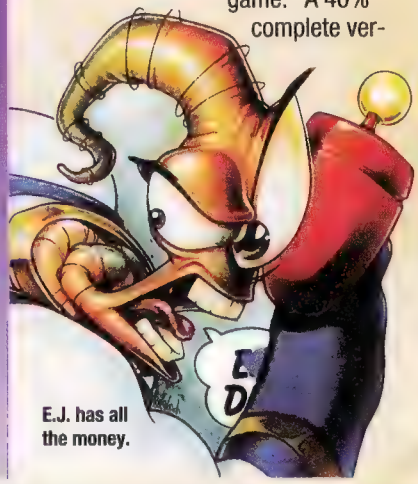
GTE AND NINTENDO TIE THE KNOT



The labor of GTE and Nintendo's love is only 40% complete... and looks it!

Communications giant GTE and Nintendo have just inked a deal to co-develop titles for the SNES as well as the new Ultra 64 system. During a teleconference held just prior to the Winter CES, ***Game Players*** got online with Peter Main, VP of marketing for Nintendo, and Tom Casey, VP of marketing for GTE Interactive Media for the full scoop.

The first game from the pair is *FX Fighter*, a game designed to compete with Sega's *Virtua Fighter*. The game uses Argonaut's new FX2 chip, which also powers the new *Star Fox 2*. "The new FX2 chip is a second-generation process," Main says, "with all the incremental speed that implies. Coupled with a unique motion capture process, it delivers a very exciting and realistic real-time game." A 40% complete version of *FX Fighter* was shown at CES. GTE and Nintendo shared the development costs for the game. "The stakes are going up in this arena," Main says. "But the payback is in seeing that type of breakthrough play value and overall gaming experience. It proves the kind of development that can be done if you have the creativity, the development resources, and especially the financial resources to put into it." Gaming certainly isn't the only arena that may get the Nintendo/GTE treatment. Although no announcement was made, it was obvious that an interactive gaming network similar to an online service or the Sega Channel was in the works. As Tom Casey put it, "We'll certainly explore possibilities in networking. We're watching a variety of developments very carefully. I don't believe at this junction that anything that's taking place has taken away the competitive edge." Main adds: "We're exploring any and all avenues of delivering content to users in a variety of fashions. This whole field is going to continue to see tremendous experimentation, and it will be available throughout the country."



E.J. has all the money.

NBA Action '95 ..... Sega ..... SG
NBA Jam Tournament Ed. ..... Acclaim ..... SG
NHL All Star Hockey '95 ..... SNES, SG, 32X, GG,
Road Rash 3 ..... Sega ..... GG
Samurai Shodown ..... Electronic Arts ..... GG
Shining Force CD ..... JVC ..... SG
Slam City(w/ Scottie Pippen) ..... Sega ..... SCD
Soccer Shoot Out ..... Digital Pictures ..... SCD
Space Adventure Cobra 2 ..... Sega 3DO
Star Gate ..... Hudson Soft ..... SCD
Stellar Assault ..... Acclaim ..... SCD
Stryker ..... SNES, SG, GG,
Surgical Strike CD ..... Sega 32X
Tempo ..... Sega ..... SCD
Toughman Boxing ..... Sega 32X
True Lies ..... Electronic Arts 32X
Warlock ..... Acclaim ..... SG
Weaponlord ..... SNES, SG, GG,
Wirehead CD ..... Acclaim ..... SNES, SG
X-Men: The Clone Wars ..... Namco ..... SNES, SG
..... Sega 32X
..... Sega ..... SG

APRIL 1995

Rise of the Robotsn ..... JVC ..... SG
Shadow Fang ..... Sega ..... SG, SCD
Spiked ..... Sega ..... SCD
Tempo Jr. ..... Sega ..... SCD
Wirehead ..... Sega ..... SCD
World Series '95 ..... Sega ..... GG
..... Sega ..... SCD
..... Sega ..... SG

MAY 1995

Batman & Robin ..... Sega ..... GG
Chaotix ..... Sega 32X
Comix Zone ..... Sega ..... SG
Magic School Bus ..... Sega ..... SG
Phantom 2020 ..... Viacom ..... SG
Revolution X ..... Acclaim ..... SNES
..... SNES, SG, GG,
Spider-Man ..... Acclaim 32X
Sports Trivia ..... Sega ..... SNES, SG
Super Columns ..... Sega ..... GG
The Ooze ..... Sega ..... SG
..... Sega ..... SG

FRONT PAGE

The Inside Trak

Bullfrog and Iguana

In an industry where good developers are hard to come by and great developers are near impossible, it's good to know you have a staff of well-trained code monkeys on your team. Take Acclaim, who just purchased Iguana — the same folks who did the arcade conversion of *NBA Jam*. Need another example? How about Electronic Arts, who just purchased Bullfrog, the creative minds behind the legendary *Populous* and the new PC hit, *Magic Carpet*. Good developers are in such high demand that even new start-ups like Seattle based Boss Games are already in heated discussions with Nintendo and Sony. What does this mean to you, the home player? Better games. With big name game companies looking to swallow up small development houses, more and more developers will work even harder to make their products shine.

Disney

The entertainment big-wheel has begun to develop and expand its already growing Disney Interactive division. Disney Software will concentrate on PC and cartridge games like the upcoming *Pocahontas*. In the past, Disney has licensed out titles like *Aladdin* and *McKay Mouse*, co-producing them with Virgin and Capcom, respectively.

Hasbro

The toy giant has secured the rights to the *Mortal Kombat* movie for a full line of action figures and playsets. The action figures will stand 5 and 3/4 inches tall and come packed with all sorts of cool weapons. The company is also rumored to be [illegible] will hand off the [illegible] to Mattel.

SEGA STAKES ITS CLAIM TO NEPTUNE

Sega's latest planetary claim refers to the new all-in-one 32X/Genesis machine due to arrive this summer. It will be compatible with all existing Genesis and 32X software and peripherals, and will retail for just under $200.

GAMETEK GETS DOWN 'N' DIRTY

The *Bloodstorm* license goes to GameTek for Sony Playstation, Saturn, and 32X. This busy little company has also stolen away Capcom Senior Vice President Joe Moreci and the company is rumored to be very close to becoming an Ultra 64 licensee.

COLOR GAME BOY!
Er... well, kind of...

With all of the pre-CES hype focused on Ultra 64 and Virtual Boy, many predicted the impending demise of Nintendo's first portable. As it turns out, the Game Boy looks to have at least another year of life left. Nintendo's main plans focus on a wide array of colored "designer" Game Boys to help spark interest, followed by *Donkey Kong Land*, a scaled-down version of the mega-smash *Donkey Kong Country*. THQ also has big plans for GB, with a massive '95 software lineup that includes *FIFA International Soccer '95*, *FIFA International Soccer '96*, *PGA European Tour*, *PGA Tour III*, *Michael Jordan: Chaos in the Windy City*, *Shaq-Fu*, *Madden '96*, *NHL Hockey '95*, *NHL Hockey '96*, *Jungle Strike*, *Desert Strike*, and *Urban Strike*.

Now you can get almost as many different Game Boys as you can Swatches!

Nintendo's *Donkey Kong Land* will be *the* title for Game Boy in 1995, followed by a truckload of games from THQ and others.

the NOT number

247.3

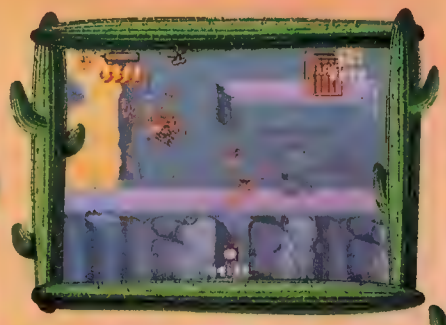
Average number of profanities cut out of any given issue of ***Game Players*** by the Production Editor!

DESERT DEMOLITION

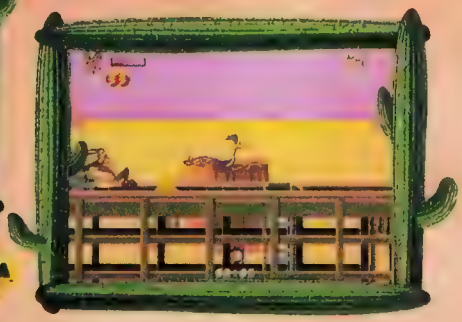
Starring Road Runner and Wile E. Coyote

Beep! Beep! Cartoon-like graphics and loads of zany sound effects put you right in the wacky Acme action!

Cut to the chase! Play as Wile E. Coyote to get your paws on Road Runner or turn the tables and play as Road Runner for a completely different game! It's two games in one!



Railroad 'em! Ride the rails in your Rocket Skates and catch-up with Road Runner to rake in a jackpot of Acme Saving Stamps!



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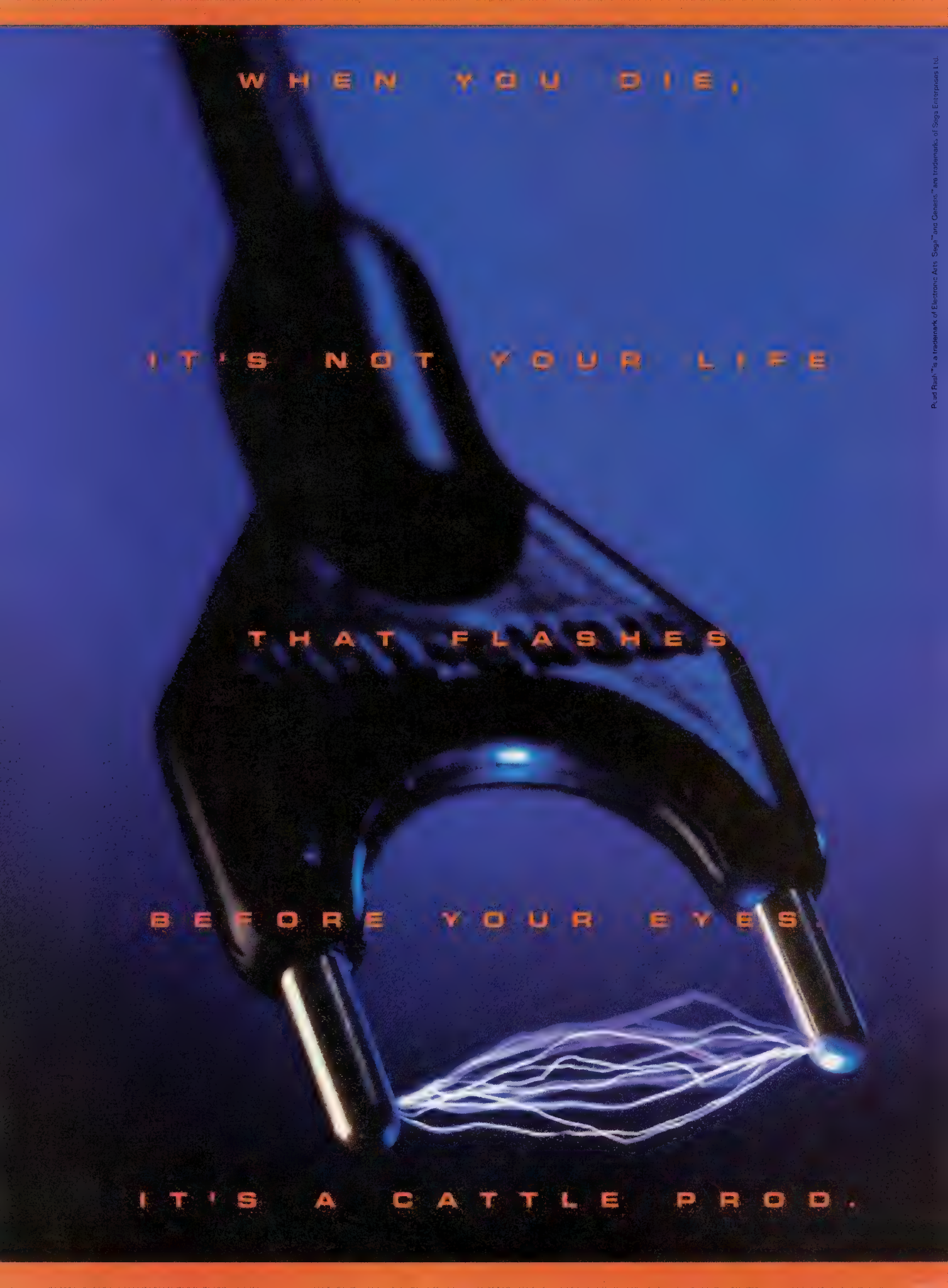

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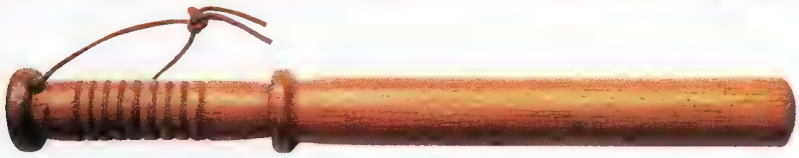
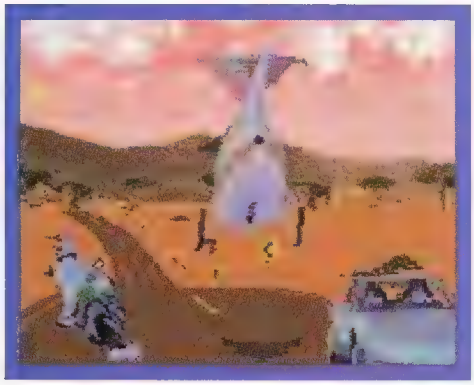


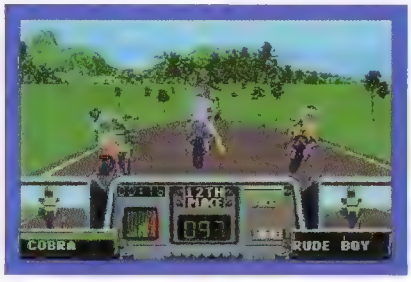
Why observe laws when you've got an all-time favorite like the club to solve your problems?

The cattle prod and six other weapons will get you pumped up for some serious nipple surfing.

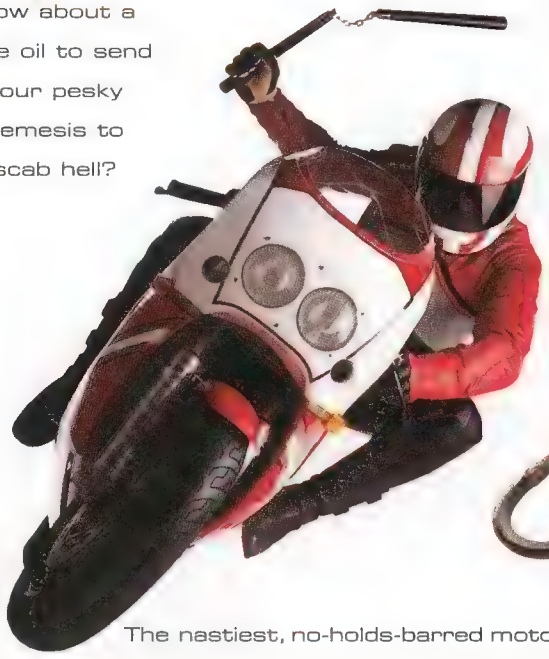
Ditch these cops and they'll take to the air in their helicopters, ready to bust your chain wielding butt.



Terrorize seven international roadways and learn to say road pizza in the local tongue.



How about a little oil to send your pesky nemesis to scab hell?



ROAD RASH 3™

THE RASH IS BACK

If you think a couple of punches to the head blurs vision, check out the mace.

The nastiest, no-holds-barred motorcycle combat game returns to Genesis.™

This official seal is your assurance that this product meets the highest quality standards of Sega. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ system.

PREPARE FOR THE FINAL BATTLE!

PHANTASY STAR IV

CHECK IT OUT! Comb the cities for clues to your next confrontation!

MOVE ON! Finally get inside the Land Rover and throw the battle into higher gear!

THE HEAT IS ON! Monsters that morph and change make for intense new attacks and mind-blowing battles!

STAY ON YOUR TOES! Battle the many new forms of the Dark Force in the ultimate struggle for Motavia!

SEGA

Coin-Op Crazy

With a bag of company quarters in hand, Mike Salmon headed straight to the local arcade... OK! OK! So he stopped at a bar, but they had an arcade machine!

This is the only section of the magazine where we use the word 'splendiferously' every single month. Can you name another magazine that gives you that promise? Can't think of one, can you? Now that we've used the obligatory word, we can get down to some arcade goodness.

MKIII promises to be the best *MK* yet, with more gory glory than ever! But until *MKIII* makes its bloody way to an arcade near you, check out the prehistoric carnage of *Primal Rage!* With its new update that we're covering this month (psst! It's right down there), it's worth every quarter you plug into it.

So until our quarter-munchin' paths cross again, kill for quarters, and then plead insanity. It always works! (Put that knife down! I was joking!)

This is the first in a series of planned updates for Time Warner Interactive's dino-brawler, and the updates are in machines now! This update adds a new finishing move for each character, adds more gore for each finishing move, and gives extra health for chomping on the natives. This update also tweaks some of the character damages to further balance the game and allows players to use familiar button moves as well as the original *'Rage'* style.

The *Primal Rage* update is nothing but good for gamers and arcades, 'cuz Time Warner is putting the thing in free of charge. Better get some more quarters and see if you can hang with the new and improved *Primal Rage.*

Extinct!

Check out these new finishers!

Armadon 'The Impaler'

Blizzard 'Redemption'

Chaos 'SBD'

Diablo 'Infernal'

Sauron 'Grape Crusher'

Talon 'Stampede'

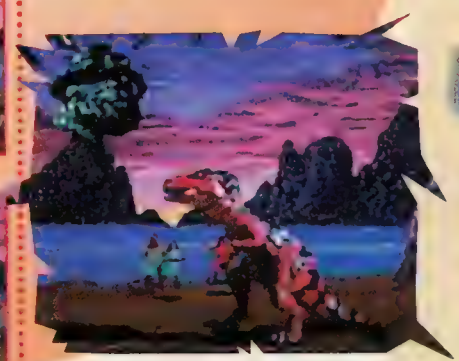
Vertigo 'La vache qui rit'

Dino-Mite!!!

Good times with some righteous new moves!

Chaos — Air-activated ground shaker.

Sauron — Air-activated earthquake stomp.



Vertigo — Air-teleport.

Mean Machines

Forging ahead into the next generation, this month Game Players doubles the Mean Machine space, expands its coverage, and adds CD-i!

Supreme Warrior

System: 3DO •
Publisher: Digital Pictures •
Developer: Digital Pictures •
$60.00 • now available

The one big problem shared by most games with live video is that watching video is the exact opposite of a gaming experience. There's no way to get involved other than sit there, except maybe punch a button every now and then to keep the story moving.

Like nearly all Digital Pictures games, this one comes with a lengthy prologue — your teacher, Master Kai, faces down the evil Fang Tu.

However, with a couple of its latest titles, Digital Pictures may be inching towards a format that actually uses video in a way that works as a game. I'm not saying it's one hundred percent there yet, but it's certainly getting closer.

It all has to do with some kind of mystic mask, and Fang Tu is willing to slaughter whole villages to get it — nice guy, huh?

Supreme Warrior is a first person fighting game. Your character hovers in the foreground, and as your opponent comes at you, you watch how he or she moves, then respond with the correct set of moves, blocks, and countermoves. At lower difficulty levels, there are markers at the edges of the screen to show you which move to use.

The video was shot at the Shaw Brothers studios in Hong Kong, and if you watch a lot of kung-fu movies, you may even recognize some of the actors. As a game, it pulls you in pretty quickly. There's almost no delay as it switches from video clip to video clip, so the pace never lags. The only big drawback is that the move system is kind of complicated and not easy to get used to.

Those are your arms in the foreground, ready to block, move and counterattack. It's a variation on the usual action-reaction game, but it works surprisingly well.

In the end though, the game suffers from another problem that plagues a lot of live video games — limited amounts of footage. There are a few odd surprises packed in, but in general, after you've fought a character a few times, you've seen most of what he or she is going to throw at you, and watching the same scenes over and over isn't any fun either. To be fair, a lot of games that don't use live video have this problem too, but somehow, when it's 'real' people, it bothers you more.

Still, it works OK on its own terms, and it does leave you wondering what Digital Pictures is up to next.

There's a wide variety of enemies, each more colorful than the last, and you can play them in any order.

Each one gives up a secret power — figuring out which power works best against what opponent is half the battle.

GP RATING 80%

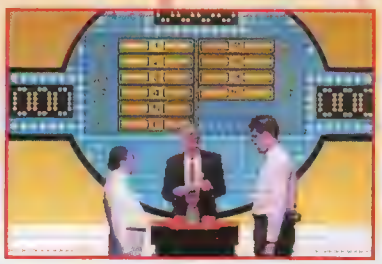
GENRE	fighting
PLAYERS	1
LEVELS	12
DIFFICULTY	not easy
SAVE FEATURE	after each fight
MEGS	CD

Family Feud

System: 3DO •
Publisher: GameTek •
Developer: Eurocom •
$60.00 • now available

Until recently (with the release of *Brutal*, among others), this was how GameTek made most of its money — translating popular TV game shows to video game platforms. So, it's fair to say it does it better than anyone else.

Here they are, the (insert name of family here). You've got four families to choose from, each from a distinct ethnic background. It's a nice touch really.



The game follows the TV game show very closely, from the target round all the way up to big money.

Family Feud is certainly no exception. It looks, plays, and sounds almost exactly like the TV show. You can choose from four ethnically diverse families, and compete for everything right on up to the Big Money.

Like every other GameTek game show, you enter your answers by using the controller to move a cursor around on a screen keyboard. It's a little bit cumbersome, but the game's artificial intelligence is pretty good about recognizing alternate answers and even minor misspellings.

The game depends almost entirely on whether or not you like *Family Feud*, the TV game show — almost. The fact is, with a bunch of friends, it's a lot of fun, even if you've never watched the show at all.

Like most GameTek titles, you enter your answers by selecting letters with the control pad. It's a little annoying, but it works, and the game is good about recognizing minor misspellings.

GP RATING 78%

GENRE	game show
PLAYERS	1 to 4
LEVELS	n/a
DIFFICULTY	easy
SAVE FEATURE	none
MEGS	CD

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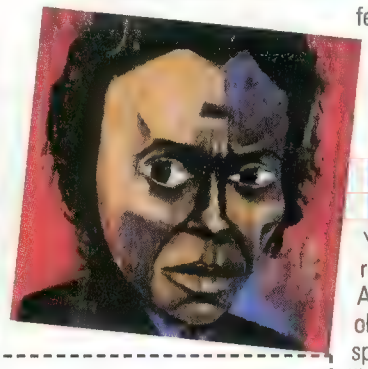

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Station Invasion

System: **3DO •**
Publisher: **3DO Kids Club •**
Developer: **3DO •**
$60.00 • now available

The premise here is that a group of overachieving kids have taken over a TV station, and are producing shows of their own — shows with names like 'What's That Smell', and 'I'm Grounded'. However, the game itself has nothing to do with running a TV station.

In between rounds, commentary is provided by 'Entertain Us Tonight.' The girl they've gotten to host the show is a scary dead-ringer for 'Entertainment Tonight's' ever-perky Mary Hart.

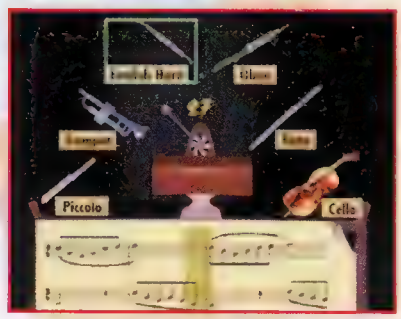
Instead, what the players do is compete in a series of puzzle games to earn 'ratings points' and put their show at the top of the heap. Since this is aimed at very young players, the puzzles are things like deciding which animal is a reptile, which

After each round of play, 'rating points' are awarded, and a clip from one of the shows is played.

word is a noun, and so on. At the end of each round of play, a winner is determined for the ratings week, and a clip is played from one of the shows.

In both structure and style, this bears a strong resemblance to *Twisted*, an oddball game show game that came out last year for 3DO. Like *Twisted*, *Station Invasion* is pretty funny to start with, then gets kind of dull as you run through everything the disk has to show you for the umpteenth time. Still, it should hold the attention of a good sized group of kids for any number of rainy afternoons, and that may be all you need out of it.

At the start of the game, each player chooses a show to produce — 'Mysteries Shmysteries' or 'Sundaes of our Lives' for example.



You don't have to know anything about TV production though. The game itself is a series of relatively simple puzzle games — 'which animal is a mammal,' 'which instrument is a tuba' sort of things.

GP RATING 75%

GENRE	puzzle
PLAYERS	1 to 6
LEVELS	n/a
DIFFICULTY	easy
SAVE FEATURE	none
MEGS	CD

Samurai Shodown

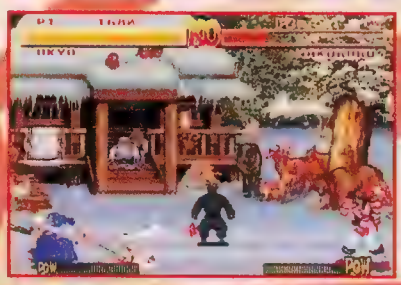
Here it is, the cult Neo•Geo hit. Every fighter from around the world is here, and they've all brought their blades and their bag of special effects — if you can pull off the moves with a 3DO joypad that is.

System: **3DO •**
Publisher: **JVC •**
Developer: **SNK/JVC •**
$60.00 • now available

This cult arcade hit for Neo•Geo has finally hit the home systems with versions for SNES, Genesis, and soon, Sega CD. It's not without its problems, but without a doubt, the 3DO version is the best of them.

This is nearly arcade perfect. Every flashing blade is here, and it even zooms in and out to keep both players on screen like the Neo•Geo version. In fact, if you put the two side by side and looked at them, you'd be hard pressed to tell which was which.

Until you started playing them anyway. This version does have two major drawbacks — one, as with *Super Street Fighter II Turbo*, you're going to find that the 3DO control pad just isn't cut out for high speed fighting game moves. In fact, the problem is worse here, because with *SSFIIT*, the really complicated 'super' moves just don't come up that often, whereas with *Shodown*, almost every character has some bizarre control pad swing right from the start.



The translation is nearly arcade perfect. Notice how the screen zooms in and out to keep both players in view.

On the down side, there is a lengthy wait while the game loads each round. If you can get past this though, it's the best version for the money around.

Second, there's a pretty lengthy access time just before the fight starts. As with the Sega CD version of *Mortal Kombat*, this kinda works against the spirit of action and excitement. However, once you get used to it, if you can get used to it, this is still the best version of this game around — face it, a disk for fifty bucks is a heck of a lot better deal than a big-ass cart for two hundred.

GP RATING 82%

GENRE	fighting
PLAYERS	1 or 2
LEVELS	13
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	CD

Rebel Assault

System: **3DO •**
Publisher: **JVC •**
Developer: **SNK/JVC •**
$60.00 • now available

There's no point in wasting a lot of space here. *Rebel Assault* is one of those games you either love or hate. Yeah, I know it's got a lot of digitized *Star Wars* video, plus a lot of music from the movies and some pretty impressive 3-D rendered footage — I admit, it does look nice, and on 3DO, it looks even better.

But if you take away all the bells and whistles, at its core it's still just a so-so shooter — twelve levels of way-too-easy, mixed in with one or two levels of way-too-hard. It's a multimedia title that's more media than game, yet it keeps selling like hotcakes, so they must be doing something right. Go figure.

Rebel Assault's biggest strength lies in the Bells and Whistles department. Lots of digitized footage and 3-D rendered graphics make for one attractive package.

On the other hand, at its heart, the game is only so-so. It's not bad exactly, but this has to be one of the year's most overhyped and overrated titles.

Still, everyone keeps buying it, no matter what system it's on. Be the first one on your block to shell out for the 3DO version.

GP RATING 70%

GENRE	shooter
PLAYERS	1
LEVELS	16
DIFFICULTY	moderate
SAVE FEATURE	none
MEGS	CD

Zool 2

System: **Jaguar •**
Publisher: **Atari •**
Developer: **Imagitec Design •**
$59.99 • now available

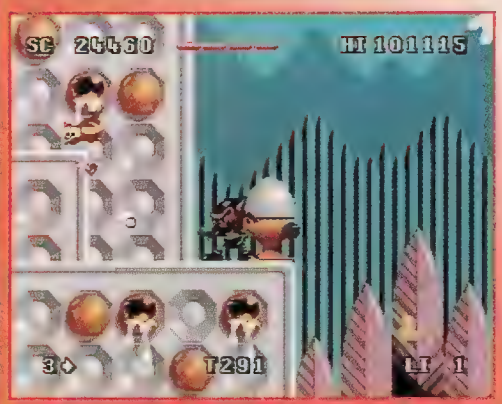
The original *Zool* was one of the most underrated titles of last year. Sure, it was your usual side-scrolling action, but was extremely well made, devilishly clever, and a serious challenge. It wasn't groundbreaking by any stretch, but it deserved to do better than it did, and if the character had just had better name recognition, it might have.

Zool 2 is more of the same, and if possible, even better. The super-deformed elf ninja is back, and this time you can choose to play as a female ninja if gender bias is getting you down. True, as with the original *Zool*, there's really nothing you haven't seen before, but that's the only reason it isn't rated higher overall.

Granted, it's a little too colorful and cute to appeal to everyone, and it can't escape a certain frustration factor at times, but it's well crafted and achieves its own modest goals. Not bad at all.

Some stretches of the game are tougher than others, and it makes you sort of wonder who this game is aimed at — cute enough for young folk, but challenging enough for an adult.

You can even choose to be a tiny elven female ninja this time around. Hey, gotta get your kicks somehow...



Go little guy! Sure, the game is kind of cute and maybe not for everyone, but it's a heckuva challenge, and plays well.

GP RATING 78%

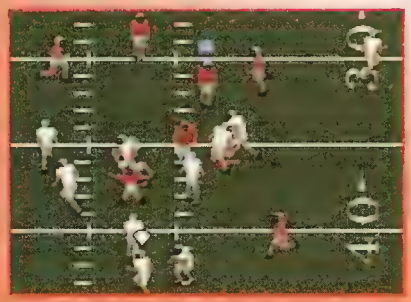
GENRE	action
PLAYERS	1 or 2
LEVELS	12
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	32

NFL Hall of Fame Football

System: **3DO •**
Publisher: **Mindscape •**
Developer: **Cryo •**
$59.99 • now available

This is not a great football game, but it is a great football package. In addition to the football 'simulation,' you get the entire NFL Hall of Fame on disk.

The amount of information here is incredible. You can search for and find every Hall of Famer, either by name or by the position he played. Included is a shot of the player's plaque from the Hall, his career stats, and even highlight footage is thrown in for most (although not all) players.



The action is a little sluggish, but not unacceptably so. As a complete package, you can't beat it for a die-hard football fan.

The disk includes an impressive amount of information from the NFL Hall of Fame — career stats, even highlight footage.

When you're finished in the Hall, you're ready to play. After putting together your team from some of football's all-time greats, you can choose to play as either a player or coach. In coach mode you simply call the plays and let the team do their best. In player mode you actually control the players.

As a game — well, it's no Madden buster. The action is a little slow, but it's not the worst we've seen. The only major problem is that there's just one passing window, and you have to cycle through available receivers using just one passing window.

But, for the out-and-out football fanatic who happens to own a CD-I, this is one title he or she would love to have in their library.

You can play as either a coach — call the plays and let the team fight it out — or a player, which runs like most football sims, except there's only one passing window.

GP RATING 70%

GENRE	sports
PLAYERS	1 or 2
LEVELS	n/a
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	CD

Bubsy in Fractured Furry Tales

System: **Jaguar •**
Publisher: **Atari •**
Developer: **Imagitec Design •**
$59.99 • now available

On the other hand, here's a title that shows why side-scrollers are dying a slow, painful death. The *Bubsy* series has always managed to combine nice graphics and humor with dreadful level design and only the vaguest of motivations for continuing to play.

There's really no point in even discussing the storyline. It doesn't matter. All you're going to do, through the game's six levels, is jump around, collecting marbles, and trying to get to the end. There's nothing hidden (except caves with more marbles), and while the levels are big, they're pointless — so large, you don't know where you're going half the time, or why you'd want to go there. To call this game frustrating is to give frustrating games a bad name. It just goes to show you that some endangered species deserve to be extinct.

He can bounce and he can glide, but with levels this big, he really needs to be able to morph through walls and teleport — just where is he going half the time anyway? Beats me.

The best part of the game, really, is watching Bubsy die.

Hey, look at me! I'm dat crazy bobcat, back to grab more marbles for no reason at all.

GP RATING 45%

GENRE	action
PLAYERS	1 or 2
LEVELS	6
DIFFICULTY	tough
SAVE FEATURE	none
MEGS	32

JAGUAR

64-BIT

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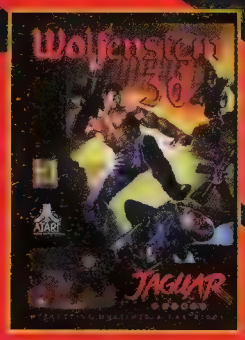

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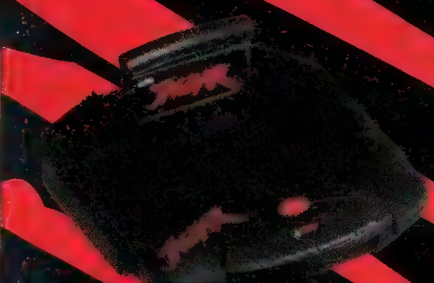

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of domestic and imported components

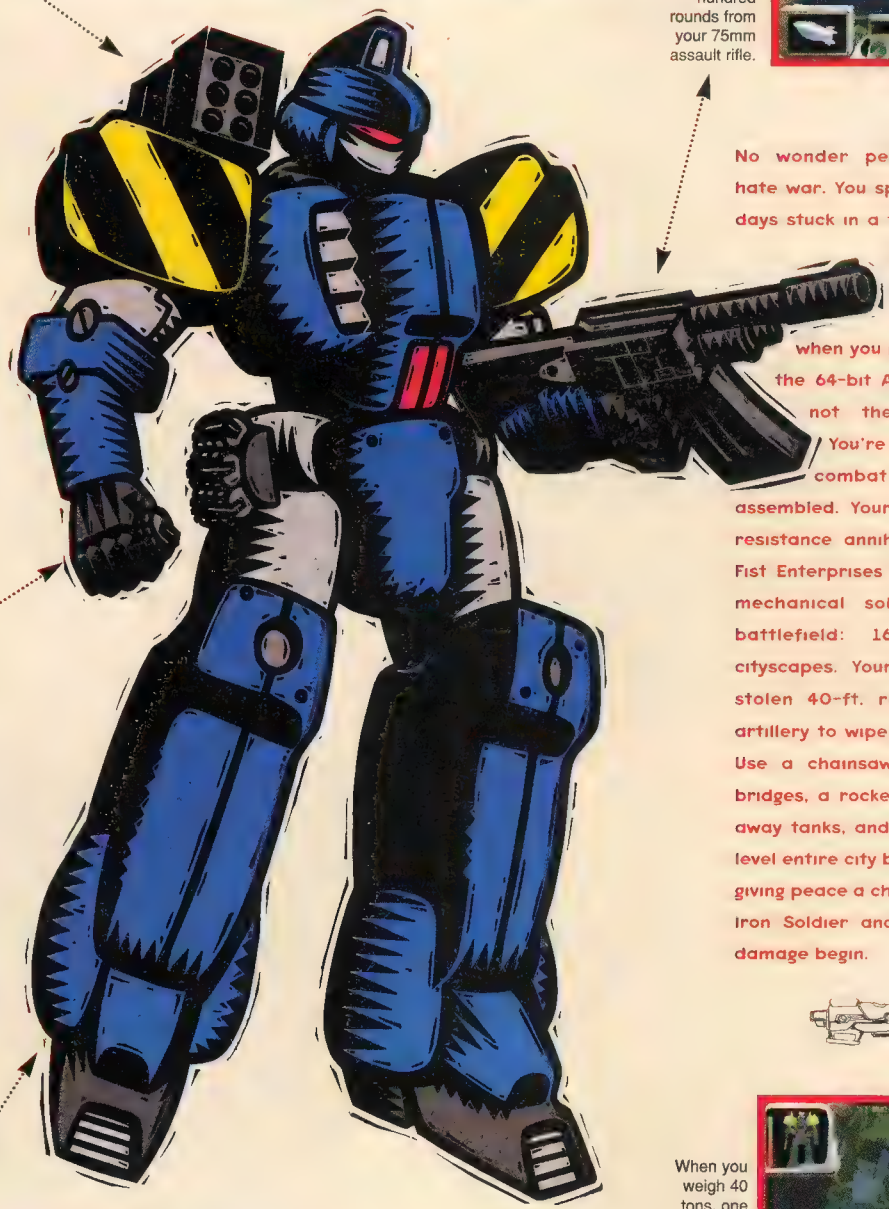
WAR IS HELL

unless you're in a 40-ft robot with a rocket launcher (then it's kinda cool)

If you don't like the city you're in, use your rocket launcher to level it.

Riddle the Gauntlet helicopters with a couple hundred rounds from your 75mm assault rifle.

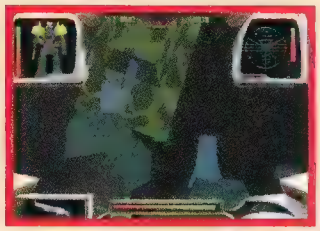
The best thing about the 3D cityscapes and texture-mapped skyscrapers is watching a grenade blow them up.



IRON SOLDIER

No wonder people hate war. You spend days stuck in a trench with nothing more than a wimpy rifle and a bad haircut. Luckily, when you play Iron Soldier on the 64-bit Atari Jaguar, you're not the average grunt. You're the most awesome combat machine ever assembled. Your mission: help the resistance annihilate the evil Iron Fist Enterprises and their army of mechanical soldiers. Your battlefield: 16 different cityscapes. Your arsenal: a stolen 40-ft. robot with enough artillery to wipe out New York City. Use a chainsaw to slice through bridges, a rocket launcher to blow away tanks, and a cruise missle to level entire city blocks. Forget about giving peace a chance. Climb into an Iron Soldier and let the property damage begin.

It's an enemy mech on patrol. If you don't look out, he'll recycle a few of your body parts.



When you weigh 40 tons, one foot stomp can turn a Brassard Tank into scrap metal.

The scenery may change, but your objective won't. Destroy the enemy.

JAGUAR 64 - 8 I T

DO THE MATH

INTERACTIVE MULTIMEDIA SYSTEM

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MADE IN THE USA

Game tips and hints: **1-900-737-ATARI**. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable on GEnie. Type JAGUAR to access this area 24 hours a day. ATARI, the Atari logo, Jaguar, the Jaguar logo, Iron Soldier and the Iron Soldier logo are trademarks or registered trademarks of Atari Corporation. Actual screens may vary. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.

TECH TALK

HARDWARE

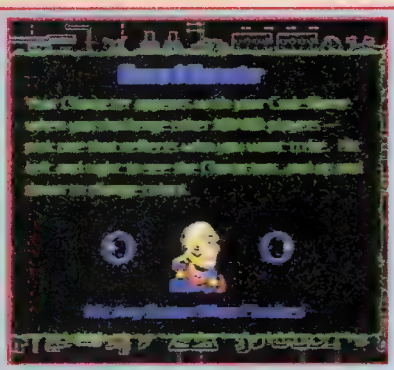
Last month we put our stamp of approval on the XBAND modem and network. This month we're going to show you why. So plug in, get online and let's get gaming!!!

XBAND

Price: $69.95 • now available

Ever since the XBAND network officially went online in late November, Genesis gamers have let their fingers do the talking against challengers from around the country. With the simple attachment of the XBAND modem, a cart that's supported by the network, and a phone cord you can have access to players from coast to coast.

XBAND's simple interface and design cross a scaled-down version of the information superhighway with a graphic-intensive, MTV-style presentation. Not only does the modem put you head-to-head with others who are interested in playing the same game you've got plugged in, but it also allows you to send and receive mail and check up on the latest gaming and XBAND news. Join me as we take a deeper look into this thing called XBAND...



Don't worry about being commonplace. There are plenty of characters to choose from and each is available in a wide range of colors.

Please Sign In

Tonight's mystery guest is...

Your first duty as an XBAND user is to establish your persona. That starts with selecting a code name for yourself, then choosing an appropriate character from a library of 40 images. Round out your alter ego by typing in a taunt and some personal info that lets others know a bit about your hobbies or interests. You can also make up a password to keep your friends or relatives out of your business.

At press time, the monthly fee was $7.95 for 32 XBAND credits (you use a credit each time you connect with the network to do things like check your mail or send out a challenge). Each credit beyond the 32 provided adds an additional 25 cents to your bill.

Your personal info serves as your first impression when others look you up. It can be funny, serious, or just plain bizarre depending on which side of your personality you want to reveal.

En Garde!

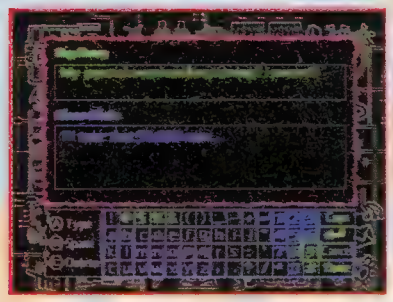
Finish Him!!!

XBAND's highlight is the challenge feature. By registering your challenge with the network, XBAND searches out a local or long-distance opponent (depending on your account) that is looking to play the same cartridge you have plugged into your modem. Occasionally the search comes up empty after a ten minute wait, but during prime playing hours there is no wait at all. Your best chances of finding a foe without much delay are roughly between three pm and nine in the evening.

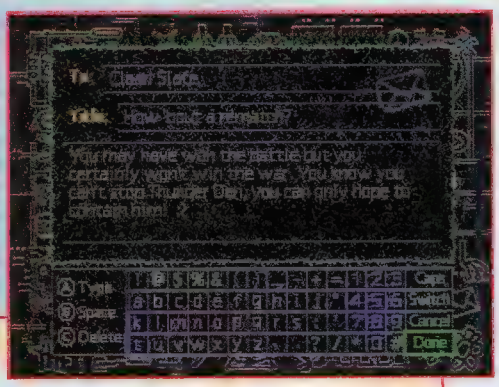
Once you've been paired up, the game proceeds just as if your challenger was sitting next to you playing a two-player game. Once the match concludes you have the option to play again, quit, or chat with your rival. You may also add him or her to your player list, which serves as an address book of sorts. It allows you to access player info or directly challenge one of the players listed on the net.

The XBAND network also conveniently keeps track of your win-loss record for each game you've played over the phone lines. Players can earn better titles with the more points they earn — for example, progressing from 'Court Jester' to 'Brick Thrower' in *NBA Jam* — and several top ten lists are published on the XBAND news pages throughout the week. Additional games against the same person following an original challenge do not count toward your stats, and neither do games arranged through a player list.

Once the match-up is set, the intimidation begins.



Whether you're looking to meet someone new or you just want to rub in your victory, press Up, Up, Down when the 'Play Again' screen appears to chat.



The mail system's a breeze to use. The only drawback is the length of time it takes a beginner to master the keyboard.

The X-Mail Experience

Please, Mr. Postman...

X-Mail lets you get a taste of the e-mail craze that's sweeping the computer world by using your SNES or Genesis and the XBAND. Connecting to the X-Mail area of the network allows you to send and receive private messages to other XBAND owners. The area also has two daily newsletters, XBAND News and BANDWIDTH, which are downloaded to your modem when you check your mail or register for a challenge. XBAND News keeps you up to date with the latest happenings on the network, including updated peak playing times and top ten lists. BANDWIDTH features bits of video games, music, and sports news — most of the information is timely and should help to keep gamers aware of what's going on.

XBAND News keeps you up to date with top ten lists for each game supported, peak playing times for each game, and any info about upcoming tournaments or events.

The Fine Print

What you need to know!

At press time, the one-time setup charge for an new account was $4.95 and the monthly fee was $7.95 for 32 XBAND credits (you use a credit each time you connect with the network to do things like check your mail or send out a challenge). Each credit you use beyond the 32 provided adds an additional 25 cents to your bill. But the network's designed so that once you connect with someone for one credit you can play him or her as many times as you'd like with no additional charge.

Parents can place a series of restrictions on the account to insure that homework gets done. Limitations on hours of play can be set to allow access between, for example, the hours of 7 pm to 9 pm on Fridays and Saturdays. XBAND separates Fridays and Saturdays from 'school nights' to make it possible for parents to be more specific with their time restrictions. Parents can also establish a spending cap on credits to keep the XBAND bill from forcing bankruptcy.

Other selections determine whether or not you want to filter any profanity that may come your way in an X-Mail and whether XBAND searches the local calling area or looks over long distance phone lines. Long distance modem calls appear on your phone bill just as long distance calls do.

Calling Area: Long Distance
Hours of Play: Sun - Thu: Anytime
Fri - Sat: Anytime
Total XBAND credits used this month: 57
Account: 933
Card: None

Since time flies when you're online, account restrictions serve to limit the XBAND play to a sensible number or hours.

XBANDing Library

Are you X-perienced?

The following games are currently supported on the XBAND network. Look for more to be added as popularity warrants.

Super Street Fighter II
NBA Jam
Mortal Kombat
Mortal Kombat II

NHL '95
Madden NFL '95
NBA Live '95

GP RATING

94%

GAME PLAYERS ULTIMATE

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SNES	$
Adams Fmly Values	54
Aero Biz Super	60
Aero the Acrobat	38
Aero Fighters	52
Alladin	49
Andre Agassi	55
Art of Fighting	44
Barkley Shut Up & Jam	60
Bat. Toad v Dbl Drgn	42
Boxing Legends	42
Bulls v. Blazers	38
Champion World Soccer	50
Choplifter III	44
Demolition Man	56
Donkey Kong Country	64
Double Dragon V	56
Dragon: Bruce Lee	56
Dragons Lair	40
Earthworm Jim	59
EEK the Cat	58
Eye of the Beholder	58
Final Fantasy III	64
Firestriker	52
G.F. KO Boxing	38
Hook	38
Illusion of Gaia	60
Incredible Hulk	53
John Madden '95	54
Jungle Book	56
Jurassic Park	50
Jurassic Park II	56
Knights of the Round	60
Liberty or Death	56
Lion King	59
Maximum Carnage	64
Mega Man X	50
Meteroid	60
Might & Magic III	59
Mortal Kombat	55
Mortal Kombat 2	69
Mystical Ninja	38
NBA Jam	60
NHL Hockey '94	50
NHL Stanley Cup	54
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Nobunaga's Ambition	50
Operation Europe	60
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Riddick Bowe	44
Secrets of Mana	60
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Bart's Nightmare	38
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Super Godzilla	62
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Ultima Ruins Vir.	58
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Vortex	60
Wizardry 5	58
Wizard of Oz	38
World Heroes	52
World Heroes II	62
Young Merlin	58
Zelda III	48

SEGA GENISIS	$
Adams Fmly Values	54
Aero Biz	56
Aladdin	49
Battleship	46
Boogerman	48
Bulls v. Blazers	38
Championship World Soccer	50
Double Dragon 5	56
Dragon: Bruce Lee	56
Earthworm Jim	59
ESPN Baseball	54
Fatal Fury	42
FIFA Intl. Soccer	51
Holyfield Boxing	38
Hook	38
Incredible Hulk	53
Joe Montana '94	55
John Madden '95	54
Jungle Book	56
Jurassic Park	48
Jurassic Park Rmpg. edition	56
LaRussa Baseball	38
Lion King	59
Maximum Carnage	64
Mega Man Wily War	55
Might & Magic III	59
Mortal Kombat	55
Mortal Kombat 2	69
NBA Acuon '94	55
NBA Jam	54
NHL '94	50
NHL '95	60
F-117 Night Storm	52
Operation Europe	60
Pirates of Dark Water	56
Power Mongor	42
Prince of Persia	48
RBI '94	58
Risk	48
Simpsons Virtual	62
Speed Racer Chlge	56
Sonic Spinball	43
Sonic the Headgehog 3	58
Sonic & Knuckles	58
Spiderman X-Men	46
Super Baseball	62
Super Star Fighter	68
The Punisher	54
Urban Strike	54
Virua Racing- VR	78
World Champ. Soccer 2	46
World Heroes	48
X-Men	45
Zero Tolerance	48

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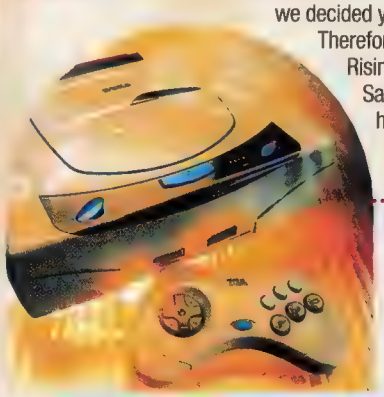
Rising Fun

As a struggling fortune writer, Mike Salmon penned precise predictions like, 'Stale cookie will lodge in throat and cause asphyxiation' — but sadly, nobody wanted the truth!

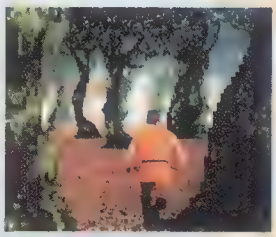
Hey, do you guys want to keep hearing about one or two 16-bit Japanese games or do you want to see sizzling screen shots for all the latest and greatest next generation games that are gonna be coming our way soon? Well, since you weren't here, we decided you wanted to catch a glimpse of the future. Therefore, if the future of gaming is of interest to you, Rising Fun is the place to see it all — the Sega Saturn, the Sony Playstation, as well as the hottest stuff for the Super Famicom, and the Mega Drive. We like to think of this column as a little piece of Japan, right here in the States!



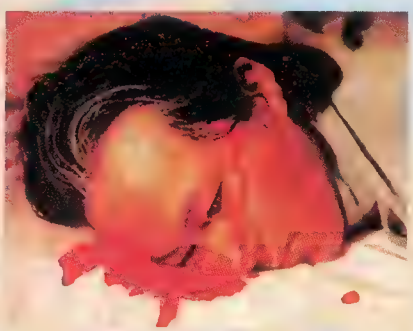
To The Moon!

The Saturn defies skeptics and flies off shelves!

The 32X is cool, but the Saturn is where the real action is! The machine's record breaking launch is looking to keep Sega near the top. Many skeptics said the Saturn wasn't ready and needed more time. Try telling that to the 200,000 plus people who waited in line to get their hands on one the day it was released! The arcade smash translation *Virtua Fighter* got the ball rolling, with games like *Panzer Dragoon, Daytona USA, Neo Hydlide, Ryglord Saga, Victory Goal, Mansion of Hidden Souls II, Wan Chai Connection, Gotha,* and *Greatest Nine* poised to strengthen the Saturn library. All this just furthers my belief that the US launch will make '95 the biggest year ever in gaming!



***Neo Hydlide* is a first person adventure that looks great! But how does it play?**



***Wan Chai Connection* is a gore-filled espionage game that uses too many video sequences for my liking. But this guy bleeds real cool, so maybe the video sequences won't just get in the way!**

***Mansion Of Hidden Souls II*, the sequel to the original horror game, promises more puzzles and many more colors.**

Having an RPG like *Ryglord Saga* is sure to entice many RPG fanatics into buying a Saturn.

***Greatest Nine* is a good looking baseball game that makes sports fans, like myself, drool with anticipation. It's just like being in the ballpark.**

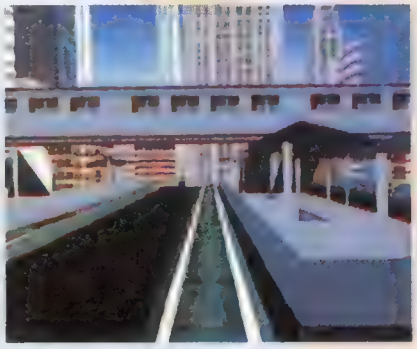
***Victory Goal* is a sharp looking soccer game. Will gamers prefer it to Electronic Art's *FIFA* for 3DO?**

Now Playing!

The Playstation has arrived — *and it kicks!*

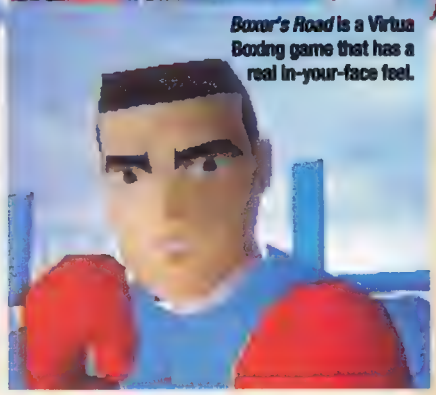
Toshinden is fluid, fast, and better than *Virtua Fighter*. (OK, maybe they're even.)

On December 3rd, 100,000 Playstations were shipped to stores across Japan and sold for 37,000 Yen ($300). The launch was very successful, even if it didn't quite match that of the Sega Saturn, two weeks earlier. The games available for the Playstation are *Ridge Racer* (incredible!), *Ultimate Parodius Deluxe, Crime Crackers, A.IV Evolution, Powerful Family, Mahjong Station Mazin', Tama, Smiley Policewoman, Twinbee Puzzle, Motor Toon GP, King's Field, Toshinden* (look out, *Virtua Fighter!*), and *Boxer's Road*. The Playstation looks great right down to the sleek black CD's, memory cards, and bona fide power. It has also made Sony a legitimate contender in the Video Game Wars — now there are three!



***Evolution* is a *Sim City*-style urban development game that is sure to keep city planners busy for hours.**

***Ridge Racer* is Namco's incredible racing game that truly shows the power of the Playstation!**



***Boxer's Road* is a Virtua Boxing game that has a real in-your-face feel.**

***Motor Toon Grand Prix* is the cartoon racing game with such fluid animation that even good ol' Uncle Walt would applaud, if he weren't frozen.**

IMPORT GAMES

Truly Terrific Top Tens!

Friends, we are gathered here to observe, monitor and otherwise check out what games are burning up the charts here and overseas, but keep your eyes peeled for a major change here in the near future!

BABBAGE'S TOP TEN LIST

based on unit sales for December (all formats)

	GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1	**Donkey Kong Country**	93%	7,#11	**SNES**	Nintendo
2	**Madden NFL '95**	98%	7,#10	**Genesis**	Electronic Arts
3	**NBA Live '95**	97%	7,#12	**SNES**	Electronic Arts
4	**NHL '95**	95%	7#11	**Genesis**	Electronic Arts
5	**Mortal Kombat II**	95%	7,#9	**SNES**	Acclaim
6	**The Lion King**	96%	8,#1	**SNES**	Nintendo
7	**Doom**	n/a	7#12	**32X**	Sega
8	**NFL '95**	88%	8,#1	**Genesis**	Electronic Arts
9	**FIFA Soccer**	86%	7,#10	**Genesis**	Electronic Arts
10	**M M Power Rangers**	72%	8,#1	**Genesis**	Sega

Well, it looks like *Beavis and Butt-head* finally lost attention and wandered off somewhere else. We're not really sure if their replacements are much better, though. Maybe if we were all under the age of six, we'd be overjoyed that the *Mighty Morphin' Power Rangers* had made it to the Top Ten list, but let's face it, we're all a bit older than that! *Donkey Kong Country* takes over as the Number One selling game in Babbage's neck of the woods. (Neck of the woods? That's a really strange phrase, isn't it?)

SOFTWARE ETC'S TOP TEN LIST

based on unit sales for December (all formats)

	GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1	**Donkey Kong Country**	93%	7,#11	**SNES**	Nintendo
2	**Madden NFL '95**	98%	7,#10	**Genesis**	Electronic Arts
3	**NBA Live '95**	89%	8,#2	**Genesis**	Electronic Arts
4	**Sonic & Knuckles**	95%	7,#11	**Genesis**	Sega
5	**Madden NFL '95**	93%	7,#11	**SNES**	Electronic Arts
6	**NBA Live '95**	97%	7,#12	**SNES**	Electronic Arts
7	**Star Wars Arcade**	88%	7,#12	**32X**	Sega
8	**Doom**	n/a	7#12	**32X**	Sega
9	**NHL Hockey '95**	95%	7,#11	**Genesis**	Electronic Arts
10	**NFL Football '95**	88%	8,#1	**Genesis**	Sega

Do wah diddy, diddy dum, Diddy Kong! The little gorilla and his more famous relative are on top again! The big ape has come a long way from his debut way back in the Dark Ages of video gaming. Remember those days? There were only three or four video games in existence at the time and *DK* was certainly the best looking one of the bunch! Anyway... those 32X games are certainly holding their own, but we still want to know what the hell happened to *Mortal Kombat II!* Its disappearance is kinda weird, huh?

OUR OWN DELUXE TOP TEN!

based on what we're playing when we should be working!

	GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1	**Toshinden**	n/a	n/a	**PS-X**	Takara
2	**Super Bomberman II**	86%	7,#9	**SNES**	Capcom
3	**Donkey Kong Country**	93%	7,#11	**SNES**	Nintendo
4	**NBA Live '95**	97%	7,#12	**SNES**	Electronic Arts
5	**NHL '95**	95%	7,#11	**SNES**	Electronic Arts
6	**Road Rash**	90%	7,#11	**3DO**	Electronic Arts
7	**Iron Soldier**	85%	8#2	**Jaguar**	Atari
8	**Primal Rage**	n/a	n/a	**Arcade**	Sony Comp Ent
9	**Killer Instinct**	n/a	n/a	**Arcade**	Nintendo
10	**Samurai Shodown**	85%	7,#12	**Neo Geo**	SNK

The first PS-X game to occupy the Number One spot during its debut is *Toshinden*, a fantastic fighting game that looks good enough to knock *Virtua Fighter* on its butt! The guys played this game again and again at the CES show and came back to the office raving! This game is a must-have! *Super Bomberman II* is still hot on the list, because we just can't get enough of that explosive, blow-'em-away action! This game would have gotten the Ultimate Award from our review staff, except that it just didn't show a lot of innovation over the original *Bomberman*. And speaking of good games, *DKC* comes smashing into our chart at the Number Three position! If the game keeps up this trend, it may very well occupy a spot on every one of our Top Ten charts!

Over Seas

TOP TEN FROM JAPAN

based on unit sales for December (all formats)

	GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1	**Super Momo Taro Railway**	n/a	n/a	**S. Famicom**	Hudson Soft
2	**Tales of Third Kingdom IV**	n/a	n/a	**S. Famicom**	Koei
3	**Donkey Kong Country**	n/a	n/a	**S. Famicom**	Nintendo
4	**Ridge Racer**	n/a	n/a	**Playstation**	Namco
5	**Captain Wings V**	n/a	n/a	**S. Famicom**	Tecmo
6	**Virtua Fighter**	n/a	n/a	**Saturn**	Sega
7	**Night of Kamaitachi**	n/a	n/a	**S. Famicom**	Toonsoft
8	**Clockwork Knight**	n/a	n/a	**Saturn**	Sega
9	**Wander Project J**	n/a	n/a	**S. Famicom**	Enix
10	**Proudius**	n/a	n/a	**Playstation**	Konami

The Saturn and the Sony Playstation make their first appearance here on the Top Ten page. We all knew it was just a matter of time, but what may be surprising is that the good ol' Super Famicon (that's SNES, to all of us who don't live in Japan) still holds down the top three positions on the chart. Well, how 'bout *Donkey Kong Country* holding down a pretty high position on this chart, as well as all the others? Rendered graphics rule!

TOP TEN FROM THE U.K.

compiled by Gallup Polls

	GAME	SCORE	ISSUE	PUBLISHER
1	**Donkey Kong Country**	93%	7,#11	Nintendo
2	**FIFA Soccer '95**	95%	8,#2	Electronic Arts
3	**Secret of Mana**	93%	6,#12	Square Soft
4	**Street Racer**	73%	7#11	Ubisoft
5	**Micro Machines 2**	n/a	n/a	Acclaim
6	**Jimmy White's Snooker**	n/a	n/a	Electronic Arts
7	**Super Bomberman 2**	86%	7#9	Nintendo
8	**PGA Tour Golf**	60%	7,#5	Tengen
9	**Earthworm Jim**	95%	7,#11	Playmates
10	**Stunt Race FX**	90%	7,#10	Nintendo

Donkey Kong Country makes it a clean sweep with its jump back to the Number One position after only a month under the rule of *FIFA Soccer '95*. Does anybody have any idea why *Earthworm Jim* is kind of stuck way down there near the bottom? We would have thought the old nematode would have made some kind of move to burrow his way up to daylight. The three racing games are still hanging on, as is *Jimmy White's Snooker.*

Well, that's all for now! We're gonna make some exciting new changes to this page next month, so be on the lookout for 'em! Later!!!

YOUR TOMBSTONE WILL READ "GAME OVER."

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CHATTER

Game Gossip

We're back from CES with so much dirt on Sega, Sony, 3DO and Nintendo, that you're gonna need a vacuum cleaner to suck it all up.

These aren't exactly the type of girls you'd bring home to meet your mother!

Planet PlayStation

The hot topic at CES was Sony's PlayStation — and Sony wasn't even on the show floor! Everywhere you went someone was showing off the PlayStation and the awesome *Toh Shin Den!* Even Sega was comparing its Saturn and *Virtua Fighter* to *Toh Shin Den* and the PlayStation. But there was really nothing to compare. *Toh Shin Den* made a mockery of *Virtua Fighter*. Still, if you're thinking of purchasing a Japanese PlayStation or Saturn, be warned! As we said in previous installments of Game Gossip, the current Japanese PlayStation only plays Japanese disks, however, there are these things called blue debugging stations that play all types of disks. This includes Japanese, American and European PAL formats — but the machine retails for an uncomfortable $1200 and it's still unknown if the machine is gonna be made available to the gaming masses.

Ha, ha, ha! We've got one... and you don't.

Still wondering about those black Sony disks? Sony has encoded a copy protection program on the disk so they can't be copied using ROM burners. Check this out — while the PlayStation is loading Namco's *Ridge Racer*, it allows you to play *Galaxian* while you're waiting. If you destroy all the Galaxians, you can access cars that weren't previously available. The PlayStation sold a whopping 180,000 units until Sony stopped production on the machine. The reason? A hardware bug that is noticeable in several games including *Ridge Racer*. Finally, while we hear the small PSX controllers may change when they come to the States, sources inside the American division of Sony say they are comfortable with the PlayStation as it is now.

Top Secret

Expect some awesome 32X stuff from the Sega development team Scavenger. Currently the team is working on *Batman Forever, X-Men* for 32X and Saturn, and some other hush-hush stuff we can't talk about... Still in development is the long awaited *Sonic Sports* game, which is said to resemble *Acme All-Stars* with Sonic, Tails, Ristar and the rest of the Sega gang competing in sport events like b-ball, volleyball and soccer. Also be on the lookout for the Neptune, an all-in-one Genesis and 32X unit that supposedly retails for under 200 bucks.

Watch for your favorite mutants to appear on a Neptune near you!

Old names make new friends

Atari has bought the rights to most of the old Williams arcade line including *Robotron 2010, Sinistar, Moon Patrol* and the classic *Defender*. Although Atari owns the rights, they must market the titles under the Williams banner. A few issues back, one of our reviewers wrote that *Panic!* was developed by Data East. *Panic!* was actually developed by Sega of Japan. Data East purchased the product when Sega balked on a deal to bring it to the States. Expect *Pocahontas* and *Gargoyles* to come from Disney's new software division, and *Waterworld* to come from Acclaim. Meanwhile, an older Disney title — *Pinocchio* — comes from Virgin.

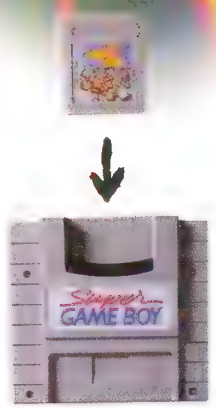
The World of Nintendo

Nintendo's Ultra 64 hardware is done — the chipset enables the machine to do everything an SGI Onyx does, all for under $200 - but while the guts of the machine have been sorted out and selected licensees have received specs and development kits on the machine, no outer shell design has been confirmed. Nintendo apparently unveils the machine at the E3 show in L.A. this May. In addition to titles already announced for the Virtual Boy, Kemco will produce *Virtual League Baseball* and one other title.

The Virtual Boy will have Nintendo gamers seeing red at its launch this summer!

When Systems Collide

What's the result when Game Boy® and Super NES® have a head-on collision? Super Game Boy®. This high-impact unit transforms your favorite portable games into full-screen, multi-colored masterpieces! Super Game Boy packs a lot of technology into a tiny Pak, but you don't have to be a brain surgeon to figure out how to use it. It's a simple piggy-back job. Just slide the Super Game Boy into your Super NES, as you would any other Super NES game, then pop any Game Boy game into the Super Game Boy. Instant color conversion! And it's not just for new Game Boy games. ANY Game Boy game can take advantage of Super Game Boy's powers of color transformation. That's a lot of games, too–well over 350 titles! And once you're all set up, you'll play your Game Boy games using Super NES controllers. You'll hear the stereo Game Boy music through TV or stereo speakers. You'll play it in living color on your TV screen. Get the big picture?



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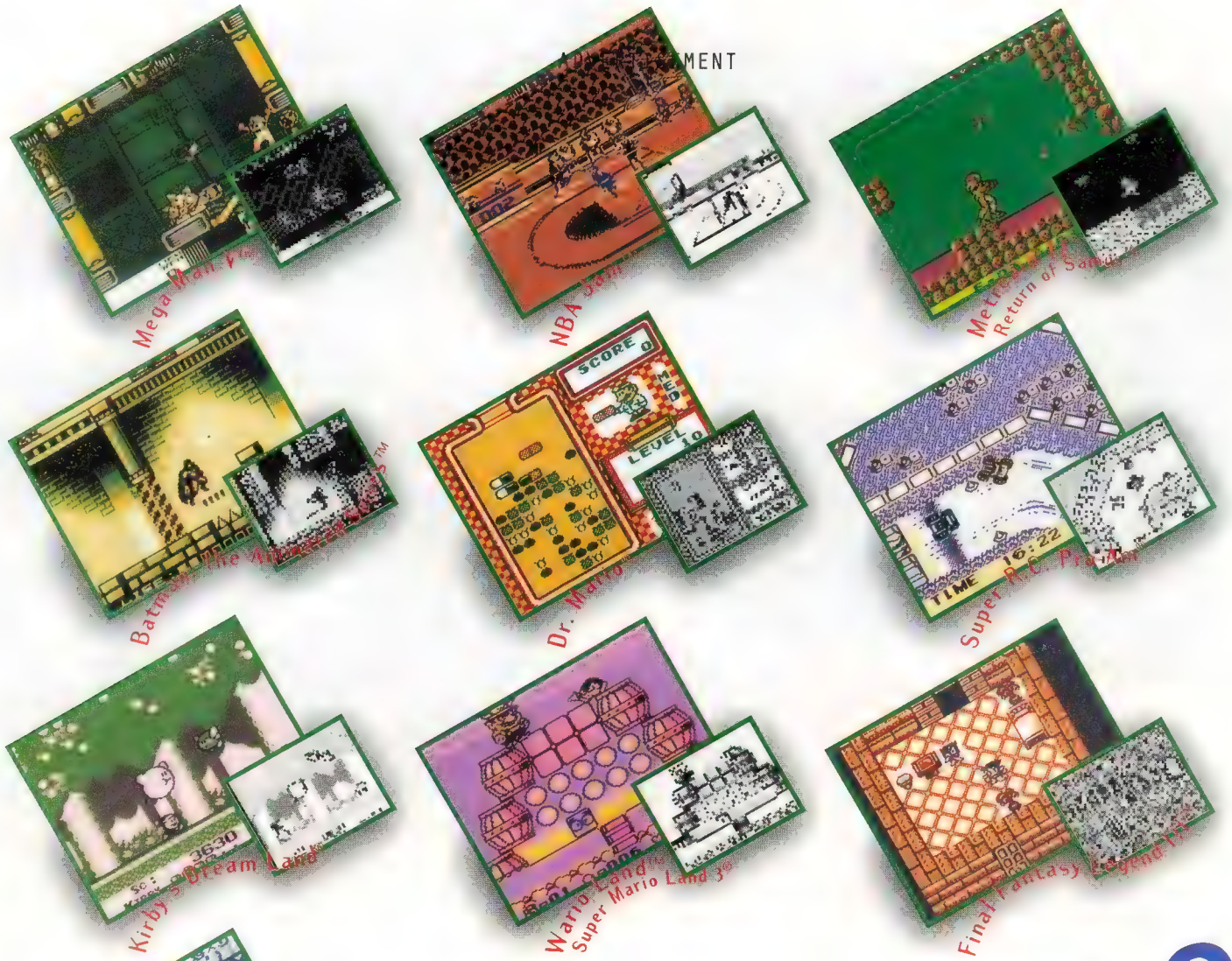

TRADING GO

With Game Boy, you have the ability to "take it with you," but Super Game Boy lets you show off your favorite Game Boy games in an all-new way. Your Game Boy games will look better, play easier and take on a whole new level of graphic detail. In this case, bigger is definitely better. Instantly mutate Metroids to 10 times their original size! If a picture is worth a thousand words, the "before and after" shots here are saying a lot of good things about Super Game Boy!

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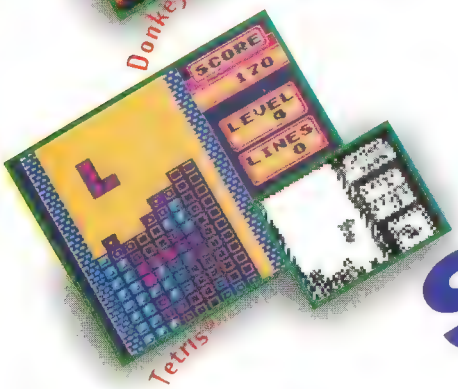

FOR SHOW

GAMES GAMES GAMES

If you have a Super NES but not a Game Boy, you can access a whole new world of games once you have a Super Game Boy. Exclusive Game Boy titles like Donkey Kong Land, Metroid II: Return of Samus and the entire Super Mario Land series can now be played on your Super NES! Paks like the Legend of Zelda®: Link's Awakening™ and the Final Fantasy Legend™ series take on a whole new level of excitement with Super Game Boy.

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Choices

When you plug a game into Super Game Boy—POW—instant color. Some color combinations look better than others, and some might be fitting for one game but not another. It all depends on what looks good to you. If the default color palette isn't to your liking, that's not a problem. Super Game Boy has lots of palettes to choose from, 32, to be exact.

As you can see, games like Link's Awakening look great in almost any color palette. When customizing the game you're playing, you'll find that contrasting colors often work best.

There is a secret about the border. If you pause your game and let it set long enough, the border image changes and/or sets itself in motion. It's like a Super NES screen saver. Try it!

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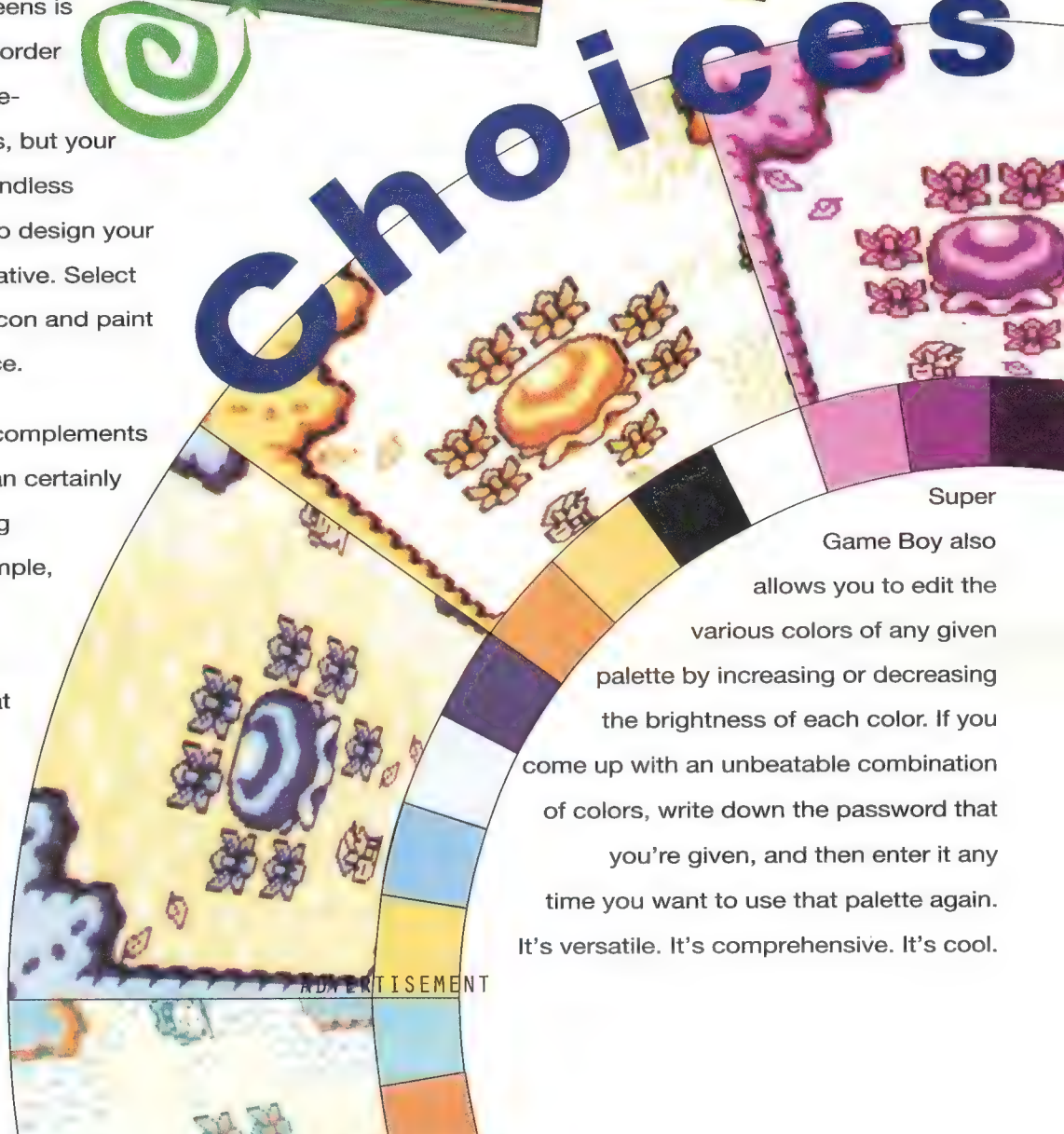
Make your own Choices

If you really want to go crazy with your borders, we suggest hooking up the Super NES Mouse to port II on your Super NES. It will work kind of like Mario Paint.® Just select a color from the color palette, click and hold the buttons, and paint away!

Another custom feature that will help you create stand-out screens is Super Game Boy's border option. It has nine pre-programmed borders, but your choices are almost endless because you can also design your own borders. Be creative. Select the Custom Border Icon and paint your own masterpiece.

Using a border that complements your game screen can certainly enhance your gaming experience. For example, set the scene for Link's Awakening by painting a border that features Koholint and Egg Mountain, or build an arena around your NBA Jam™ court.



Super Game Boy also allows you to edit the various colors of any given palette by increasing or decreasing the brightness of each color. If you come up with an unbeatable combination of colors, write down the password that you're given, and then enter it any time you want to use that palette again. It's versatile. It's comprehensive. It's cool.

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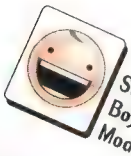
ENHANCED MODE



Programmers can now pre-assign colors to provide optimal contrast, vibrancy and detail with Super Game Boy Enhanced Mode. Different levels of a game can access different color palettes, as well. And customized borders that surround the playfield can be built-in to create an exciting frame that complements the game. Check out games like Donkey Kong, Space Invaders,™ Mighty Morphin Power Rangers,™ Wild Snake,™ Bonk's Revenge,™ Mega Man V, Donkey Kong Land and more! Keep an eye out for the happy face icon on the box. It lets you know that the Super Game Boy Enhanced Mode is ready to roll!

Select any Power Ranger and the Enhanced Mode outfits them in the right color.

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LIVE in Las Vegas!

THE 1995 Winter Consumer Electronics Show

Every January the electronics industry gets together to show their latest products, from TVs to car stereos to video games. And, as always, ***Game Players*** was there. Although most of the industry's heavy-hitters were holding back for the massive E^3 show to be held in Los Angeles this May, CES still supplied its usual share of surprises. Nintendo put on its first US showing of the Virtual Boy, which drew both cheers and boos from the people who played it. The company also leaked a bit more on the impending Ultra 64, which is said to be right on schedule.

Sega, who returned to the show floor after sitting out last year, announced the long-rumored Neptune system, and gave CES attendees a peek at Saturn. However, the company still dodged questions about their 32-bit system like Superman dodges bullets. But they *did* give everyone a *Virtua Fighter II* coin-op to play with. But it was the anticipation of the summer show that had everyone excited. Saturn's *Virtua Fighter* and the Playstation's *Toh Shin Den* were set up side-by-side, and everyone crowded around to grab their first look. If these games are any indication of the things that the 'next generation' of gaming has to offer, then '95 may be the biggest year in video game history!

Hardware Wars

If Winter CES showed us anything, it was clear that 1995 is shaping up to be the most competitive year ever in the gaming industry. The continual skirmishes we've all been used to between Nintendo and Sega spread to include a couple of new contenders with the release of Jaguar and 3DO last year. But as Sega and the big 'N' get their next-gen systems ready for release, the battle is getting ready to explode into a full-out war as Sony prepares its own big gun...

Sega Saturn

Often imitated — more and more every day — but rarely surpassed, *Virtua Fighter* is still one of the fastest, hardest-hitting brawlers ever.

Sega's next-gen system is due out sometime in late '95, possibly September — at least that's what the rumor is. It wasn't until CES that Sega even announced it was coming to this country at all, and as late as the last day of the show, a Sega rep was still insisting that *Virtua Fighter* hadn't been 'officially announced as a US release.' Yeah, right.

In any case, after tweaking the system for its Japanese release, and with the possibility that some minor improvements might still be made before its American debut, the industry is still very serious about Sega. The Saturn version of *Virtua Fighter* is nearly as pretty to look at as the arcade version, and runs every bit as fast. *Daytona USA* cooks, and with titles like *Clockwork Knight* and *Panzer Dragoon* developed specifically for the system, there's much gaming goodness a-comin'.

Daytona USA should also be available at launch. This racing smash was a major attraction at the Sega booth, with lead-footed maniacs lined up at the four-player arcade machine inside. Get some friends and give 'em a good run at the wall on Saturn.

Saturn Specs

- Processors: Two Hitachi SH2 32-bit RISC processors, running at 27Mhz/50MIPS, one Hitachi SH1, 24-bit Digital Signal Processor, one Motorola 68000 co-processor, video processor.
- Internal Memory: 36Mbits
- Colors: 16.7 million
- 900,000 polygons/sec, Gouraud shading, Texture mapping, scaling and rotation. 300Kbyte/sec, double-speed CD-ROM.

Titles like *Clockwork Knight* and *Panzer Dragoon* were major releases in Japan during Saturn's launch. Look for them to make it here too — at least, that's the plan.

Other titles that are rumored to be in the works — in Japan at least — include this tasty looking fighting game from Capcom starring the X-Men, and a great-looking WWII flight sim, *Wing Arms*.

Sony PlayStation

Without a doubt, the hottest buzz at the show surrounded Sony's new machine. Everyone from developers to the gaming public talked of little else, even though the only systems on the floor were being unofficially displayed at tiny importer booths!

Let's say it one more time — *Toh Shin Den* is one of the best games ever made. Period. When you consider that this is only a first generation title, it seems all the more impressive. *Ridge Racer* is so close to the arcade version you almost (well, almost) →

Ridge Racer is one of the season's hottest racing titles — why is it that every next-gen system has to have one fighting game and one racing title?

PLAYSTATION SPECS

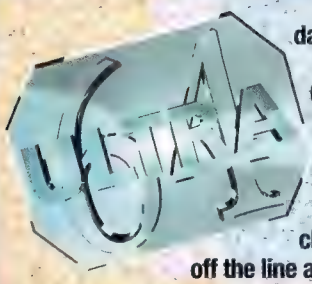
- Processors: R3000A 32-bit RISC running at 33MHz, 3D Geometry Engine with 66 MIPS clearing capacity.
- Co-Processors: Data Decompression Engine (MDEC), clearing at 80 MIPS for full screen, full color video playback at 30 frames/sec
- Internal Memory: 16Mbit main RAM, 8Mbit VRAM, 4Mbit audio RAM, 256K CD-ROM buffer.
- Colors: 16.7 Million
- 1.5 Million polygons/sec (flat-shaded), 500,000 polygons/sec (texture-mapped). Gouraud shading, texture mapping, fog depth cueing.

300Kbyte/sec, double speed CD-ROM

➜ can't spot the difference. And with licensees like Acclaim, Virgin, LucasArts, Crystal Dynamics, and Electronic Arts here in the US, the future's so bright, you'll have to spend your time looking through those jet-black Sony CD's just to keep from going blind. It's so hot you can see the waves coming off it! Wow!

It bears repeating — the title grabbing almost everyone's attention, even though it wasn't even officially featured, was the mighty, nigh-unstoppable *Toh Shin Den!*

ULTRA 64



Nintendo, being Nintendo, is still keeping info on their upcoming system pretty close to its chest. However, as the release date approaches, a clearer picture is emerging.

As we go to press, the 'Reality Co-Processor,' the Silicon Graphics-designed graphics processor which is the heart of the Ultra 64, has been completed and is going into final assembly line testing. Assuming that enough of these extremely complex chips can come off the line and pass muster, full-blown mass production is sure to follow. The Ultra 64 architecture is extremely simple — the Reality Co-Processor does most of the hard work (Silicon Graphics loved to talk about stuff like 'trilinear bitmap interpolation,' in which texture maps are reduced in pixel count as the object gets farther away, thus requiring fewer calculations), plus a monster 64-bit 100MHz main CPU to take up any slack. In fact, so far titles like *Killer Instinct* have been running solely off the main processor without any help from the Reality chip. Geez.

Anyway, the Ultra 64 developer list has officially increased by one: Spectrum Holobyte will bring its F-14 flight sim *Top Gun* to Ultra 64, joining licensees Acclaim, DMA Design, Williams, and Rare. Get down and get with it!

ULTRA 64 SPECS

- Processor: R4200 MIPS 64-bit RISC running at 100+ MHz.
- Co-Processor: "Reality Co-Processor" (rumored to have 128-bit power).
- Colors: 16.7 million
- 100+Mbit masked ROM carts.
- Neither Nintendo nor Silicon Graphics will 'fess up to any specs as far as polygons/sec, claiming that 'absolute 3-D graphics benchmarks have yet to be determined.' Still, some form of polygon shading and texture mapping are built in.

So far, only *Killer Instinct* and *Cruisin' USA* are ready for the Ultra 64 home translation, but keep in mind that, as killer as these games are, they never even utilize the Reality Co-Processor that forms the core of the machine.

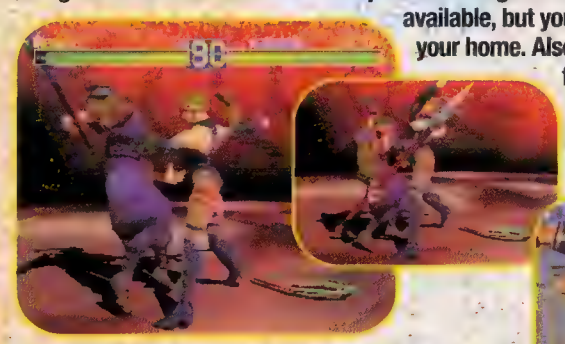
This character sketch is all that's available for Acclaim's first Ultra 64 title — *Turok, Dinosaur Hunter.*

Let's Get Ready to Rumble!

Toh Shin Den vs. Virtua Fighter

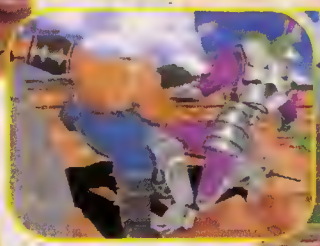
Toh Shin Den

The Playstation's first 3D fighting game has found its way to our office and it is #$!*ing incredible! There's four camera angles and eight fighters with incredible variety and enough special moves to satisfy the most demanding gamer. The control is awesome, with one-button special moves as well as other *Street Fighter*-like moves. The fighting ground is truly 3D as the characters can roll from plane to plane, while not sacrificing graphics or perspective. This game looks better than 99% of the arcade games available, but you gotta wait until fall before you can have it in your home. Also remember this — *Toh Shin Den* is the first fighting game for the Playstation. The only bad thing about *Toh Shin Den* is that after playing it, all your other fighting games might as well go right in the trash.



The Pimp Slap is the best special move since *Power Instinct*'s Denture Attack.

The overhead view is a little awkward, but still a great option.



In *Toh Shin Den*, they don't just throw their characters, they punish 'em.

Rolling around to avoid attacks makes this the first real 3D fighting game.

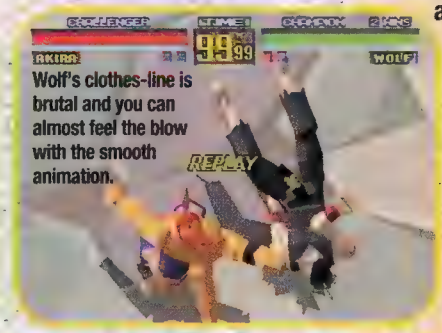
Check out the see-through pants! Unbelievable!

Nice jeans, eh? Another example of great character variety.

Flying fireballs! Not realistic (or very effective), but it's still damn fun.

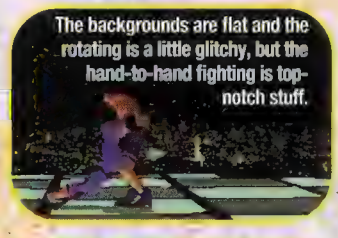
Virtua Fighter

The Saturn title largely responsible for the massive sales in Japan is *Virtua Fighter*, and it is impressive. The smooth fighting and 3D look of the arcade original are there, as are all the original characters and their realistic moves. If *Virtua Fighter* has any advantage over *Toh Shin Den* (which we don't think it does), it is the realistic fighting. *Virtua Fighter's* backgrounds are flat in comparison to *Toh Shin Den*. The verdict on *Virtua Fighter* is that it just doesn't compare to *Toh Shin Den*.



Wolf's clothes-line is brutal and you can almost feel the blow with the smooth animation.

In *Virtua Fighter*, there's no more waiting for your fallen enemy to get up!



The backgrounds are flat and the rotating is a little glitchy, but the hand-to-hand fighting is top-notch stuff.

The varied angle replay is a great feature, and lets you see some cool stuff.

Head to Head

The gloves are off!

Virtua looks OK, but the scenery seems a bit flat.

Incredible backgrounds, color, and full 3-D battling make *Toh Shin Den* the hands-down winner.

Judges Card

In this corner...

Category	Virtua	Toh Shin Den
Background Graphics		✓
Character Graphics		✓
Sound		✓
Control	✓	
Realism	✓	
Moves		✓
3D Movement		✓
Views		✓
Addictiveness	✓	✓

3DO

After having its best Christmas season yet, 3DO came on strong during Winter CES — the surge in hardware sales has spurred an explosive growth in hot titles. What's more, an impressive number of hot PC games are making their way to 3DO, giving gamers everywhere a cause for hope and joy in the future.

In a unique move, the game's cast wasn't digitized, but modeled into 3-D rendered characters, then lip-synched to the spoken dialogue. There's no mistaking Dennis Hopper, but check out those horns!

HELL — GameTek

This eye-catching title made a big splash when it hit the PC late last year. A huge graphic adventure with multiple branching storylines, *Hell* is set, at least to start with, in a grim cyberpunk future, before descending into the bowels of, well, figure it out. You can choose to play as either Rachel Braque or Gideon Eshanti, but, in a neat twist, the two characters remain together as a couple, each helping the other to make it through the nightmare. The game boasts an impressive cast, including Grace Jones, Geoffrey Holder, and Dennis Hopper as a demon with ties to the mob. It looks impressive, takes a long, satisfying time to get through, and comes highly recommended.

Making the fare isn't what it used to be. Listen, those pedestrians are getting louder! If only we had some kind of missile... oh hey, a good buzz saw would do.

QUARANTINE — GameTek

Welcome to the 21st century, where things have gotten really bad! The city of Kemo has been quarantined from the outside world — too violent, too crime-ridden, and well, it just smells bad. That wouldn't matter to you much, except that you're Drake Edgewater, ace cabbie, and now you're trapped! This is a shooter seen from the inside of a hovering taxi armed with headlight-mounted machine guns. There's got to be a way out of the city, but since ammo isn't exactly cheap, you've got to make a living by picking up fares and trying to get your passenger where he's going in one piece. Good luck. Expect this one to be rolling into your neighborhood, oh, any day now.

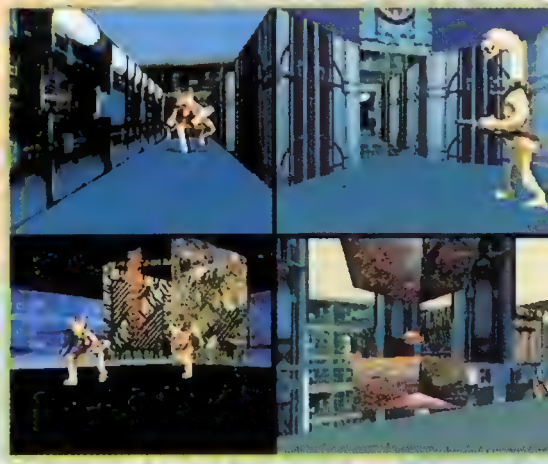
WING COMMANDER III: HEART OF THE TIGER — Origin

The Kilrathi are back, and this time they're played by guys in rubber suits. But even with Mark Hamill on your side, it's gonna take every bit of skill you've got to blow those cats out of the stars.

Oh yeah. The *Wing Commander* series just keeps getting better and better. They absolutely wowed everyone with the release of *Heart of the Tiger* for PC CD-ROM a few months ago. Origin took the idea of full-motion video to a whole new extreme. The stellar cast includes Mark Hamill, Malcom McDowell, John Rhys-Davies, and a number of other recognizable stars. Also, for once, decisions made during the video sequences affect the course of the game as much as winning the space battles. Last year *Super Wing Commander* for 3DO was one of the smoothest flight sims available for the system (or any system), and *WCIII* promises to follow that up with second generation texture-mapped goodness. JOY!

PO'ED — Any Channel Inc.

A *Doom*-style shooter from a new company, *PO'ed* (besides having one of the catchiest titles of the show) sends you to the far side of the galaxy to investigate a newly discovered alien city. When your whole elite squad is wiped out in one shot, you've got to hold off the hostile alien hordes until help arrives, three months from now. If you were Rambo or something, that wouldn't be so bad, except that you're a cook, and your only weapon is a frying pan! Whether this can set itself apart from the rapidly growing number of similar titles remains to be seen, but the short demo up and running at the show looked promising.



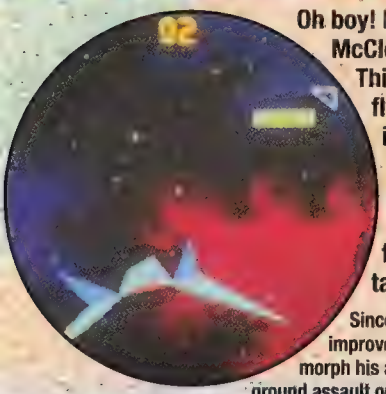
This is a group of four shots from *PO'ed*. Looks pretty smooth, and the demo at the show was impressive — if you ever wanted to be a cook fighting off alien hordes, hey, now's your chance.

Nintendo

With whispers humming in the background over the impending release of Ultra 64, the old SNES still held center stage (we met with Nintendo and Silicon Graphics reps for well over an hour and they graciously filled us in with info that we'd already heard — a talent Nintendo has honed to a razor edge). So, until summertime rolls around, be content with news on some upcoming 16-bit titles.

Starfox 2

Nintendo of America



Oh boy! Nintendo's FX-enhanced heartthrob Fox McCloud is back to save the universe once again! This time around, in addition to the usual high flying action, the McCloud arwings can morph into 'planetary walkers' for planetside and underwater adventures. Nintendo has upgraded to the new FX2 chip, which can handle more data in less time. We're looking forward to more adventures with the bushy-tailed warrior.

Since the cart sports the new, improved FX2 chip, Fox can morph his arwing into a walker for ground assault or underwater action.

Get off me, you fiend! Fox McCloud and his intergalactic buddies are at it again, ready to save the universe once more.

Comanche

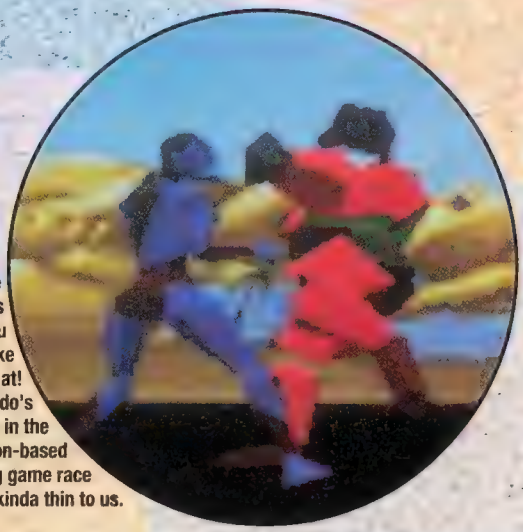
Nintendo of America

Ever wanted to fly an attack chopper and blow stuff up? Well, here's your chance. *Comanche* has been ported to SNES from PC CD-ROM, a feat of programming wizardry. The SNES version contains nearly all the missions and options of the original, although the graphics have been significantly bumped down. Still, there aren't that many flight sims for SNES, so keep your fingers crossed.

Off we go, into the wild blue yonder, flying high, blowing away scum!

FH Fighter

Nintendo of America



More polygons than you can shake your fist at! Nintendo's entry in the polygon-based fighting game race looks kinda thin to us.

The Big 'N' has decided to throw its hat into the polygon-based fighting game ring. Developed in conjunction with GTE, *FX Fighter* uses, well, the FX2 chip (what else?) to bring its fighters to life. The game will eventually feature eight blocky brawlers, although only two were available to players at the show. Expect this one some time in May.

Earthbound

Nintendo of America

A nifty little RPG that's hot off the boat from Japan, having stopped only long enough for a quick translation and a title change. This is the second game in the *Mother* series, but since the first game never got here, they just called it something else to avoid confusion. Its 3/4 view perspective is unique among SNES RPG's, and best of all, it's big, big, big!

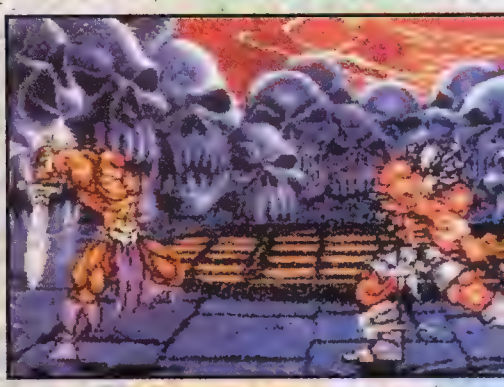
Nintendo's first RPG since *Zelda* is coming your way in just a few months — can't you smell the anticipation?

Uh oh, the forces of evil are at it again. Good thing you brought your trusty six-string...

Revolution X

Acclaim

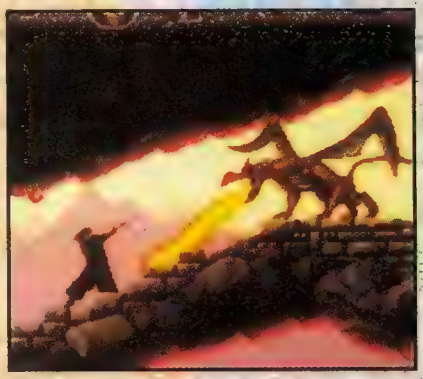
Everybody's favorite shooter starring Aerosmith is screaming down for a landing on SNES this summer. A nearly direct translation of the *Revolution X* arcade hit, you get your chance to blast away with the weapon of choice for the 90's — the guitar gun! Smash bad guys with CD-bombs and red-hot licks! It's also available for Genesis and 32X, and should be out by summer.



Warlock

Acclaim

Acclaim is known for its movie licenses, but this one has to be one of the more oddball titles they've picked up. *Warlock* is a side-scrolling action game that pits you against the evil baddie of the title in a race to find and recover the seven Stones of Power. Also available for Genesis, it should hit the shelves in just a month or two.

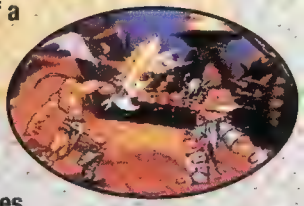


Making you pit your meager magical skills against evil creatures from hell doesn't seem very fair, but then if it was easy, who'd care?

Weapon Lord

Namco

One of the hotter titles we saw at CES was this brawler from Namco. It may not seem like much of a breakthrough, but its weapon-based combat system makes a big difference when you play. Blocks, parries, and counterattacks can all be made with one well-timed swing, leaving room for some very complicated strategies. Also coming for Genesis, you can expect it in a month or so.

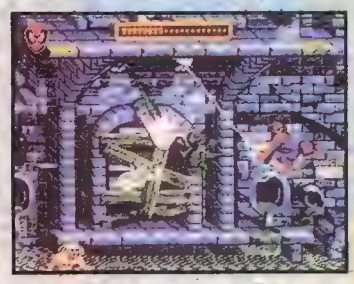


Giants fighting with axes and big swords? Hey, looks like a smokin' game to us! *Weapon Lord* tries to live up to its title by taking its combat system seriously.

Spider-Man

Acclaim

Having scored a decent hit with *Maximum Carnage*, Acclaim is tossing everyone's favorite web-slinger into his second title in six months. This time around he's taking on over 20 Marvel villains, and his only help is a cameo by the Fantastic Four. Also available for Genesis.



If it goes over big once, why not try it again? The same company that brought you *Maximum Carnage* is back with another Spider-Man title for '95!

Secret of Evermore

Square Soft

Oh yeah! The same company that brought you *Final Fantasy III* has broken through with their first title developed completely in the US. This 24-meg monster throws the player into the fantasy world of Evermore, once a peaceful place, now a nightmare gone haywire. The game boasts SGI rendered 3-D graphics and the same sprawling storyline and incredible music we've come to expect from Square. Expect it some time in May.

The *Secret of Evermore* is Square Soft's first game developed entirely in the US, boasting the same tremendous graphics you'd expect from the company that brought us *Final Fantasy III*.

Timecop

JVC

Just in case the movie and ongoing *Dark Horse* comic didn't give you enough time-traveling action, here's a game version from JVC. This side-scroller follows Max Walker on a manhunt through time, from Los Angeles in 2144 all the way back to Nazi Germany and every time in between. It's also available for the Sega CD.

Fighting through time is a pretty weird job description, but if you're a timecop like Max Walker, well, it just comes with the territory.

JAGUAR

For Jaguar, the time is now! With the Playstation, Saturn, and Ultra 64 definitely coming, Atari's 'Do The Math' slogan is no longer appropriate. The Jaguar needs to sell soon, or it could be a long year. Good news for Jaguar owners is that by summer of 1995 there will be over 50 titles for the Jag, and it's about time. Atari also showed its new CD player, which is a double-speed CD player that sits on top of the Jaguar. The CD player also plays music CD's and has a built-in virtual light machine to add a visual dimension to your audio CD's. With one of these, a lava lamp, and some Zeppelin you can relive the '70's.

The CD player adds more power to a machine that is already powerful. The problem with the Jaguar isn't the hardware, it's the software. There hasn't been a piece of software yet to show off the system's speed and capabilities. We're even starting to wonder if it's possible. Atari's booth was right next to ours, so we got to see all the Jaguar games a man can take, and we're gonna give you a look at the best.

The rotating screen shows off some of the Jaguar power.

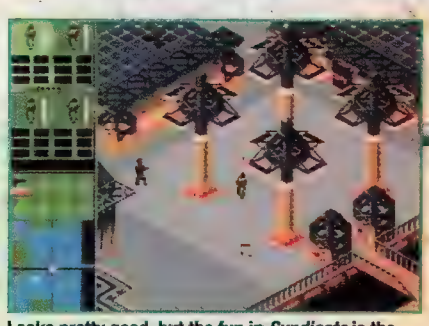
Fight For Life — Atari

Saturn's got *Virtua Fighter*, Playstation's got *Toh Shin Den*, SNES has *FX Fighter*, and Atari's got *Fight For Life*. Atari hopes this polygon fighter proves the power of their system and keeps it afloat. *Fight For Life* is set in hell, and each character is fighting for eternal salvation. You can choose from eight polygon fighters, each with five special moves. This is the most promising Jaguar game coming out — hope it's good!

Theme Park — Ocean

A *Sim City* spin-off, in which you can build your own Eurodisney, has made the jump from PC to the Jag. Build rides, midways, concession stands, and anything else associated with a theme park, then watch the tourists pay too much for everything. Future park planners and anyone who enjoys designing things are gonna love this game. The graphics and interface aren't as nice as the PC version, but should still be enjoyable.

Wait! Come back! We have great popcorn! Another day in the *Theme Park* business — it's enough to give you an ulcer.



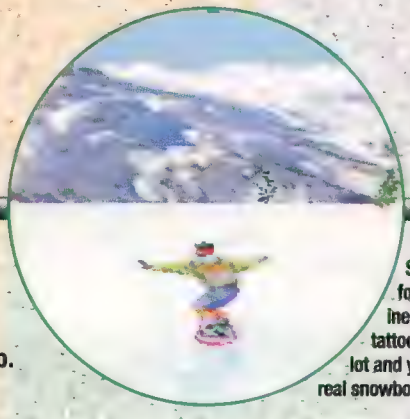
Looks pretty good, but the fun in *Syndicate* is the massive strategy.

Syndicate — Ocean

Originally an ultra-cool PC game, *Syndicate*'s Genesis version was adequate, but nothing near the original. The Jaguar version looks to be better than the Genesis and not quite as good as the PC. Either way, Jaguar strategy fans should be stoked about the arrival of the first strategy-type game for the system.

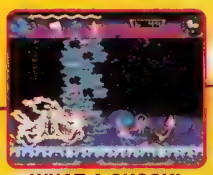
Val D'Isere Skiing and Snowboarding — Atari

This skiing game, which should already be out, got the most play at the Atari booth. Even though it's not new, the gamers just kept taking the snowboard down the slopes. *VDSaSB* (I'm not typing the name again) has several slopes and different games, the snowboarding is fast, and the backgrounds are sharp. Keep an eye on this one.



Snowboarding for the physically inept. Just get a tattoo, say 'dude' a lot and you can be a real snowboarder.

Kitty Litter!



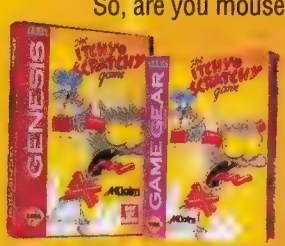
WHAT A SHOCK!

SPLIT PERSONALITY?!!

ONE SHISH KABOB, COMIN' UP!

IS THIS LOADED?

They fight, and bite, they fight and bite and fight! Get ready as Itchy & Scratchy slice, dice, crash and bash their way into your home. This cat's gonna need more than nine lives to survive bazookas, grenades, chain saws and flame throwers. There's more than one way to skin a cat... So, are you mouse enough!!!???



KIDS TO ADULTS
K-A
AGES 6+

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SEGA

Sega's crowded booth contained more new software than any other at the show. However, it wasn't the Genesis, 32X, or Sega CD software that drew the crowd. What brought masses of industry folk into the Sega booth was two sit-down Virtua Fighter 2 *arcade games, a four player* Daytona USA, *a Sega Saturn, and a big screen TV with the NFL playoffs on. Needless to say, we spent many hours in or around the Sega booth playing — uh, working. Yeah, working, that's the ticket.*

Sega showed strong support for the 32X with 11 new titles lined up for first-quarter release and the Genesis wasn't abandoned either, with over 20 titles being shown. Overall, Genesis and 32X owners are gonna have plenty of software to choose from in the coming months. Sega insisted it's gonna fully support the Genesis and 32X on into 1996, but the Saturn and arcade games still got all the attention.

MKII

Acclaim for 32X

Yes, there's gonna be blood, and lots of it in the 32X version of *MKII*.

All the tricks, secret characters, and sounds of the arcade game are here. And in full color! Oooh! Aaah!

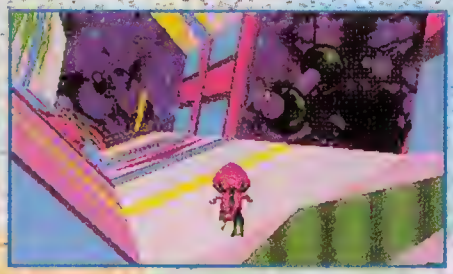
The world's most popular spine-ripping head-eatin' brawler is bringing all its gore to the 32X. The power of the 32X should make the gameplay smoother, the graphics richer, and the blood redder (if that's not a word, it should be. So there!). Acclaim wasn't showing a playable version of 32X *MKII* at the show, but we can't wait to get our blood-stained hands on this one!

Hit the deck! He's gonna blow! And a 32-bit blow has to be more desensitizing than a measly 16-bit blow!

Knuckles

Sega for 32X

A *Sonic* game for the 32X? Well, not quite, but all his buddies are here in 32-bit color. Knuckles, Vector Crocodile, Mighty the Armadillo, Charmee Bee, and Espio the Chameleon all race through 25 rounds of gameplay in five massive 3D levels that wouldn't be possible on the Genesis. A two-player mode and 24-Megs is enough to keep us excited for this cart.

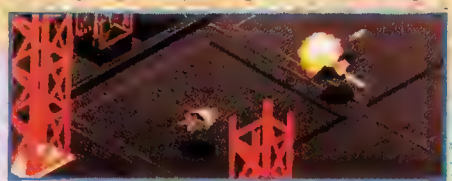


Knuckles is on the run in a colorful (albeit, a bit loud) 3-D hallway. Is this fun? As of yet, we don't know!

Motherbase

Sega for 32X

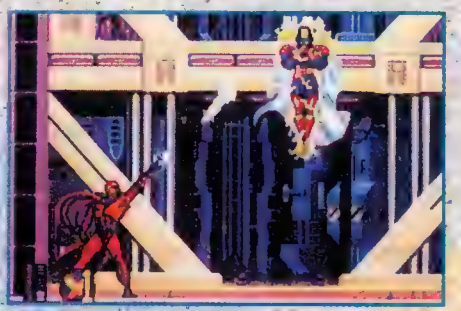
Zaxxon and *Viewpoint* fans are glad to hear that Sega is putting a rocket-fast 3/4 angle shooter on the 32X. *Motherbase* sends you against a fleet of bizarre aliens that is sure to satisfy the shooter in you. Sega hasn't let us play this one yet, but we're gonna keep our guns at the ready.



Look familiar? Hopefully, Sega is gonna put in enough goodies to put this shooter a notch up on the others.

X-Men 2: Clone Wars

Sega for Genesis

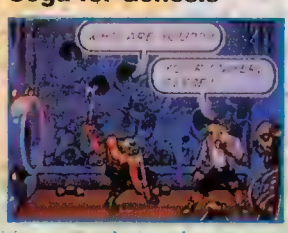


Controlling Magneto is a first, but is that enough to make this game good?

In this sequel, the X-Men have to save the universe from diabolical DNA pirates. *X-Men 2* boasts the most number of playable X-Men ever, including: Beast, Cyclops, Gambit, Nightcrawler, Psylocke, Wolverine, and Magneto! The characters are larger, the action is faster, and the levels have more variety. This one is gonna be here soon, so look for our X-cellent coverage!

Comix Zone

Sega for Genesis



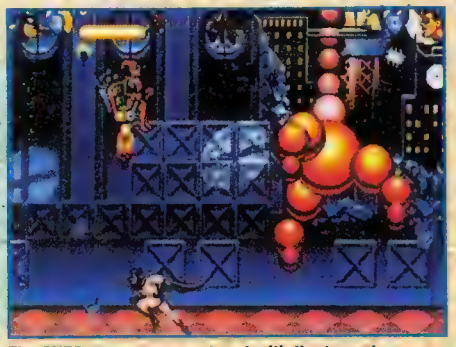
Fighting through the pages of a comic book sound fun? Then this is your game.

This interactive comic book has you stuck in the pages of your own creation, while the evil Mortus continues to draw

new enemies for you to face. If you fail to escape the pages and defeat Mortus, you're stuck in the Comix Zone forever! A rockin' score and a comic book approach give this game a promising future.

The Adventures of Batman & Robin

Sega for Genesis



The SNES game was great and with the two-player mode the Genesis game could be even better!

Holy side-scrolling adventure game, Batman! Sega brings the Dark Knight and the Boy Wonder to the Genesis to duke it out with the likes of Mr. Freeze, The Joker, Mad Hatter, and Two-face. Unlike the SNES version, Robin is actually in the game, not just the title. In the two-player mode you and a friend can lead the dynamic duo through the terrors of Gotham City. We are eager to give this game a full play.

Judge Dredd

Acclaim for Genesis

Loads of criminals are no match for Judge Dredd and his Lawgiver Gun.

Another comic book hero comes to life in Acclaim's *Judge Dredd*, which is gonna be released simultaneously with the Sylvester Stallone movie. Armed with a bike and a gun you go though twelve levels — eight based on the movie and four on the comic book series — dispatching justice and kickin' ass! *Judge Dredd* uses the usual side-scrolling view and an occasional mode 7 3D view to mix up the action. When we see the final copy, we're gonna be judge, jury, and executioner. Until then, *Dredd* is innocent until proven boring.

Beyond Oasis

Sega for Genesis

Sega wasn't showing this game to everybody, but those folks just love us. *Beyond Oasis* was created by the same people who made the mega-hit series *Streets of Rage*, and it promises a clash of good and evil like never before. There's magic, puzzles, bosses, slashing swords, giant dragons, and some pretty backgrounds. This game won't be hitting the shelves until November '95, but we're gonna keep you informed on this hot looking title.

As promised, giant dragons are sure to make this game as tough as *Streets Of Rage!*

Road Rash 3

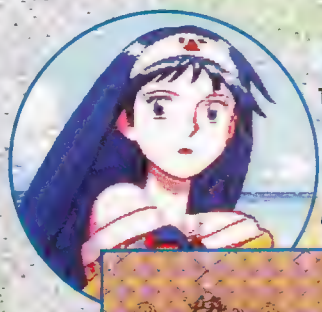
Electronic Arts for Genesis

EA wasn't at the show, but it held a little party at Planet Hollywood so we could see some of its '95 releases. *Road Rash 3* looks like it could be the best 16-bit motorcycle game to date, with more weapons, more tracks, and more fun. However good *Road Rash 3* ends up being, it's always gonna pale in comparison to the 3DO *Road Rash* that totally rocks. Still, for 16-bit hit and race action, *Road Rash 3* could be your ticket.

Violence on wheels is always entertaining, especially with some new weapons for inflicting pain.

Lunar: Eternal Blue

Working Designs for Sega CD



These sharp animes are sure to enhance the world of *Lunar: Eternal Blue.*

The sequel to the best selling RPG is coming to America this summer on Sega CD. *Eternal Blue* contains four times as much anime as the original and has over one and a half hours of spoken dialogue. An improved combat system, better interfaces, and more frames of animation are all reasons to leave RPG fans drooling with anticipation.

Space Adventure Cobra 2

Hudson Soft for Sega CD

Secrets to discover and girls to woo. Cobra's got a tough life!

Based on the comic book that took Japan by storm, *Space Adventure Cobra 2* combines spoken dialogue, sharp illustrations, and a large world to bring RPG fans another Sega CD title. Cobra is a renegade space pirate who seeks treasure while fighting off the villains of the Pirate Guild. A different kind of RPG that is worth a look.

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STD ENTERTAINMENT

REVIEWS

In order to form a more perfect union... wait a minute, that's the wrong speech. In order to bring you review scores that are more accurate, we've come up with a system that gives all video carts a fair review, no matter who does the reviewing. So check out our new system. We're gonna be back with more humor next month. Watta ya mean, we never had any?!?

INFO BOXES

The truth, the whole truth and nothing but the truth!

RE—VIEWER

He kills game carts dead — so you don't have to!

OPINION

It's our opinion that our opinions are the best opinions! (Clever, huh?)

GAME SCREENS

NASA used our screen shots to calibrate the Hubbell Deep Space Telescope! Really!!!

OUR SCORING SYSTEM

The lowdown on the hoe-down!

The Rocket Science: Each category of our scoring boxes is given a 'weight' — the higher the weight, the more important the category. We multiply each category's score by the weight, total them up and divide the answer by 18, which is the total of all the weights combined. The resulting number is multiplied by ten to compute the final score for the game. Whew! Are we smart, or what?

Graphics: This category is weighted by a factor of two, 'cuz ya got two eyes. Just kidding!

Music & Sound FX: Weighted by a factor of one. Why? 'Cuz we said so!

Innovation: Weighted by a factor of one.

Gameplay: This category is weighted by eight 'cuz you shouldn't pay if it don't play.

Replay Value: This category is weighted by a factor of six. Play it again, Sam?

Overall Score: After all the math, the scores come out like this:

100%	Flawless	60%	Good
90%	Excellent	50%	Average
75%	Very Good	30%	Stinky

GAME PLAYERS ULTIMATE AWARD

Now that you know how we arrive at our scores, we hope you also realize just how hard it can be for a game to get one of these thumbs! When a game has one of these, it means it scored at least a 90% with our reviewing staff. That ain't easy!

GAMES REVIEWED

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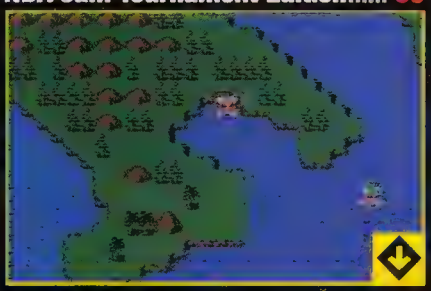

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NBA Jam Tournament Edition

Publisher: Acclaim • **Developer:** Iguana Software • now available • $69.99

At 5'4" in his stocking feet, ***Jeff Lundrigan*** *was the perfect choice to take on those NBA big boys — he'd play center, of course!*

WHO'S GOT THE BIGGEST JAM?
SNES or Genesis?

The Genesis version looks good all right...

SNES/GEN info	
GENRE	action/sports
PLAYERS	1 or 2
LEVELS	27 +
DIFFICULTY	adjustable
SAVE FEATURE	password after each game
MEGS	24

Acclaim had two big hits last year — *Mortal Kombat II* and *NBA Jam*. As with the arcade version, *NBA Jam Tournament Edition* is an excellent game, but it follows *NBA Jam* in much the same way that the first few *Madden* sequels did — or, more to the point, in the same way as *Street Fighter II Turbo* did. It's less a true sequel than a way to squeeze extra sales out of the title.

Don't get me wrong — this is still one of the most exciting, fast paced games you can buy. *Tournament Edition* has updated players, and slightly improved graphics. They've also added some new tournament modes and there's tons more secret characters, codes, and other hidden goodies. The *Tournament Edition* has grown eight megs over the original 16-meg *NBA Jam*, and the extra size isn't just there to sound impressive. However, if you think you're getting a whole new gaming experience, you're probably going to be disappointed.

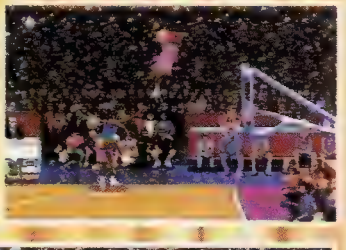
The SNES version of *Jam* still has the slight edge over the Genesis in graphics, sound, and game play (putting the Turbo button right under your index finger on the SNES pad sure beats the hell out of the Genesis control configuration).

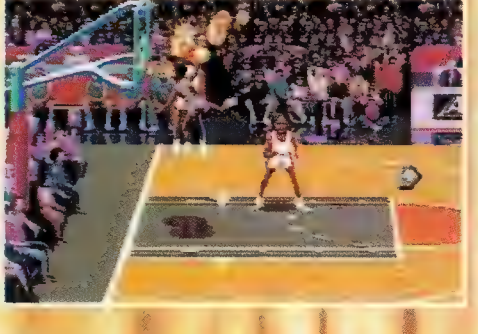
Either one is a fine addition to your library — but remember, if you already own the original, you may want to rent the follow up once or twice before deciding to shell out the bucks for it. **GP**

...but face it, not nearly as good as the SNES. The SNES has the edge in sound and control, too. It ain't much of an edge, but it's enough to make the difference, if you have the choice.

He's on fire! One of these shots is from the original *Jam*, the other is from the *Tournament Edition*. Can you tell which is which? Maybe, but the real question is whether you want to *pay* for the privilege

WHAT'S OLD?
So close to the original, you might not spot the difference.





But you still find the same monster dunks and kickin' action that makes *Jam* one of the hottest titles around!

RATINGS

GRAPHICS

9

+ The players are extremely well animated — what more do you need?
- As expected, this version pales a little next to the SNES version.

MUSIC & SOUND FX

9

+ The game has some jammin' tunes to get the action kickin'...
- ...but the music still doesn't kick as hard as the action does.

INNOVATION

8

+ In both versions, they've added an extra player so you can substitute.
- There's still no instant replay — in either version.

GAMEPLAY

8

+ You're on fire! (but not as hot as you are on the SNES version.)
- Needs that Turbo button under your index finger for maximum *Jam* action.

REPLAY VALUE

9

+ There's so much hidden stuff, folks are gonna be digging it out for a year.
- You have to find some extra friends to keep up the challenge.

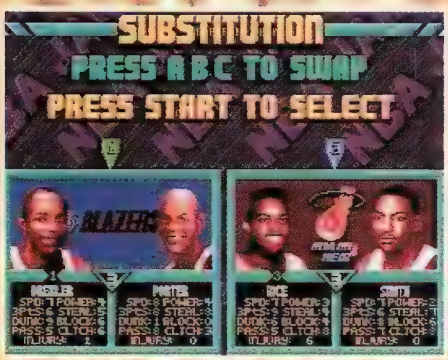
OVERALL **88%**

A SECOND OPINION

Eric Montross skies over the rim until gravity finally takes effect and brings the monstrous leaper down for a wicked slam. Wrong! The point here is that basketball purists are sure to find much fault in the high-flying action of *NBA Jam T.E.*, but this game isn't intended to be a sim. It is, however, a great translation of the ultra successful arcade game. The updated rosters and additional players and codes are improvements, but the same gameplay and annoying sounds are negatives. — ***Mike***

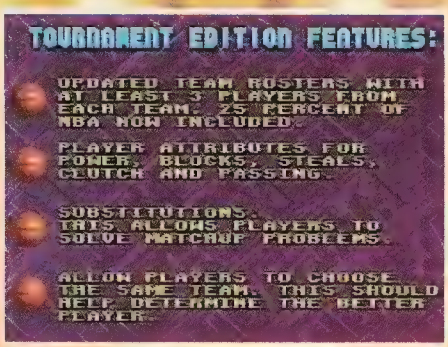
WHAT'S NEW?

OK, let's be fair — there are a few new things.



The biggest 'new' thing is that each team now has three players, so you can make substitutions. Watta bonus.

Every team has an updated roster, although you might notice that a few really *big* stars are missing — they've got their own licensing agreements, you know.


TOURNAMENT EDITION FEATURES:
UPDATED TEAM ROSTERS WITH AT LEAST 3 PLAYERS FROM EACH TEAM. 25 PERCENT OF NBA NOW INCLUDED.
PLAYER ATTRIBUTES FOR POWER, BLOCKS, STEALS, CLUTCH AND PASSING.
SUBSTITUTIONS. THIS ALLOWS PLAYERS TO SOLVE MATCHUP PROBLEMS.
ALLOW PLAYERS TO CHOOSE THE SAME TEAM. THIS SHOULD HELP DETERMINE THE BETTER PLAYER.

Tournament Edition comes so close to following the arcade version, it even includes the list of 'what's new' — a selling point in the arcade, but just a little silly in a home version if you think about it.

But overall, *Jam* is one of the biggest and best games you can add to your library — and if you can grab a bunch of extra friends to play, it could even change your life.

RATINGS

GRAPHICS

9

+ I gotta tell ya, this is gorgeous, glorious stuff you got here..
- ...but you still have trouble telling the players apart on the court.

MUSIC & SOUND FX

9

+ Full booming sound, and the audio samples add a lot.
- Could use more samples — it keeps playing the same ones over and over.

INNOVATION

8

+ This game's got a whole new crop of dunks and players.
- Well, actually, this looks and plays too much like the original.

GAMEPLAY

9

+ Once again — the sports title with more action than most action games.
- Your computerized team mate still does odd, annoying things sometimes.

REPLAY VALUE

9

+ Let me at 'em! Let me at those NBA bad boys!
- There's still only so much fun you can have without another human joining in.

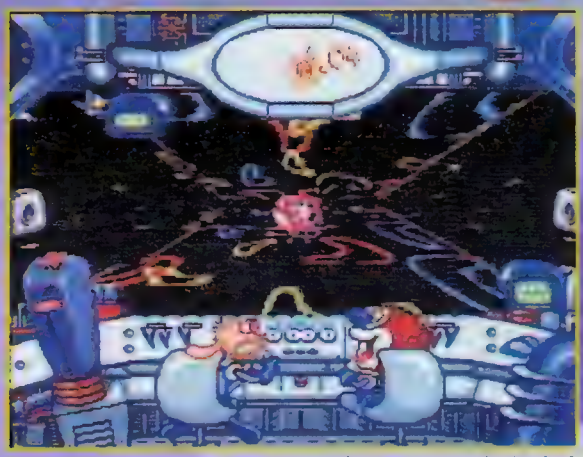
OVERALL **92%**

THE REN & STIMPY SHOW: Time Warp

Publisher: T*HQ •
Developer: Sculptured Software •
now available • $59.95

*When we last saw **Darrell Sasagawa**, he was recreating the battle of Gettysburg with his magic nose goblins. Joy!*

Careful, these dogs bite a lot worse than they bark!



Who said time flies when you're having fun?

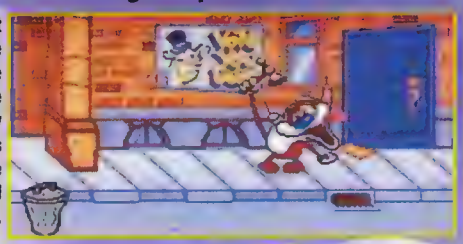
Happy, happy, joy, joy! Muddy Mudskipper is giving away a free time machine, and all Ren and Stimpy need to win it is 47 million Gritty Kitty proofs of purchase!

Ren and Stimpy scour through their backyard and The Big City, collecting Gritty Kitty bags, while battling wasps, bulldogs, and Crockostimpies with Stimpy's hairballs. After they've collected enough bags, and defeated the Zookeeper, they set out on their mission to stop Muddy Mudskipper from ruining history.

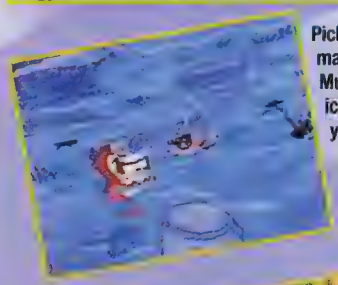
Once in the machine, our heroes must steer the contraption through the portals of time, while firing toast weapons at mosquitoes, hourglasses, and other obstacles. Ren and Stimpy must use the time machine after each level, in order to get to the next one.

In the first zone, The Haunted House, Ren and Stimpy run through a graveyard wasting ghosts and goblins, while collecting cash and avoiding falling tombstones and open graves. In the next level, Monkey See, Monkey Don't, our pals visit the zoo and deal with angry monkeys in order to collect even more money. In the last zone, The Untamed World, their quest continues as they island hop to their final romp through time.

Within the game there are secret passwords and hidden mini-games, but so what? The concept of the game is OK, but there really is no point to it. Hey, I like Ren and Stimpy as much as the next guy, but this game was so bad, I almost coughed up a hairball. **GP**



Don't waste your time with the Happy Helmets — they're a real headache.



Pick up as many Muddy Mudskipper icons as you can.

In this world, life is definitely a beach.

SNES info

GENRE	action/adventure
PLAYERS	1 or 2
LEVELS	10
DIFFICULTY	medium
SAVE FEATURE	password
MEGS	10

RATINGS

GRAPHICS — 5

+ Ren and Stimpy's crazy antics and expressions are hilarious.
– The view while in the time machine makes you more than a little sick.

MUSIC & SOUND FX — 6

+ Excellent tunes, especially in the Haunted House... oooh scary!!!
– Stimpy's death scream is enough to make you want to die!!!

INNOVATION — 5

+ Special passcodes change the way the game plays.
– Didn't these guys already have a game? That's not very innovative!!!

GAMEPLAY — 5

+ You get to make Stimpy hack out big ol' hairballs. That's cool!!!
– However, controlling the movement is really, really, uncool.

REPLAY VALUE — 4

+ If you just can't get enough Ren and Stimpy, then you might go for this.
– If you have half a brain, you could find something better to do with your time.

OVERALL 47%

THE ODDS ARE AGAINST YOU.

LEAPING LIZARDS! SPIDEY'S CLEANING UP THE SEWER.

FLAME ON! THE HUMAN TORCH™ HEATS UP THE BEETLE™!

SPIDEY GETS THE "JUMP KICK" ON VENOM™

FEATURING THE FANTASTIC FOUR™

MARVEL SUPER HEROES
MARVEL COMICS
SUPER NINTENDO ENTERTAINMENT SYSTEM
GENESIS™

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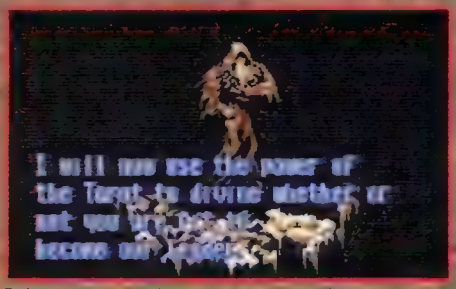
Publisher: Quest • *Developer:* Enix • now available • $55-60

Ogre Battle

He won the magic Tarot cards, but all Darrell Sasagawa did with them was play 'Crazy Eights' all day!



Before you can begin, you must answer the questions that the Great Wizard Warren asks you.

Behold, before you lies the main map of Zenobia. Areas with flags have been freed, those with swords await to be liberated.

Alas, the Kingdom of Zenobia lies in a state of despair! Nearly a quarter of a century has passed since the mighty ruler Gran was slain by the wretched Rashidi, who has joined forces with the Evil Empress Endora, thus giving rise to the villainous Zentegenian Empire.

You are the chosen one, the last hope for the remnants of the rebel forces. They look to you to guide them into battle, however, you must first seek the help of the Great Wizard Warren, who helps determine your destiny as the new leader of the rebellion.

A smaller, and even more detailed map, showing a region of Zenobia.

A true leader knows his rebel units well. He knows theirs strengths and weaknesses, and uses them accordingly.

Armed with a map of the land and Warren's magical Tarot cards, you and your rebel compatriots wage battle against the Evil Empire. Your mission — liberate towns and ensure that the land is freed from the shackles of oppression. However, the quest is a long and difficult one which demands the most of your bravery, physical prowess, and tactical thinking. Succeed and be revered as a hero, fail and meet with your demise. Remember to keep an eye on your finances — deploying units costs money. Your daily expenditures and income appear on screen exactly at high noon each day.

Restoring freedom to a town grants you money, a Tarot card, and the chance to increase your reputation. Your reputation determines your later success and ultimately the ending of the game, so choose your battles and tactics wisely.

This RPG is very complex and requires a great deal of preparation and memorization. Nevertheless, I loved it!!! It was a huge success in Japan, and I think it should do equally well over here. I suggest that you get this game today!!! But I must warn you... this game is highly addictive. **GP**

You can change the formations of your units for different situations. Some characters have different attacks depending on their position.

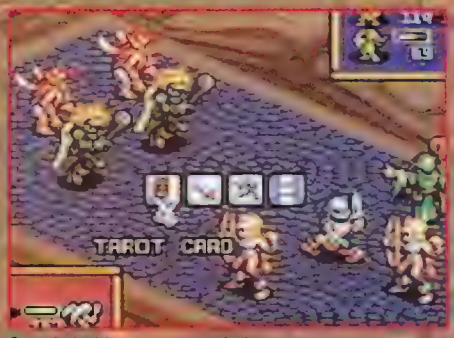
Clerics are invaluable. Keep them in the back row, so that they can heal the other characters in the unit after they receive a hit.

Deploy your units — those with strength to battle, others with high alignment to liberate towns.

The Boss awaits, to do battle with you. But first, you must conquer his troops along the way.

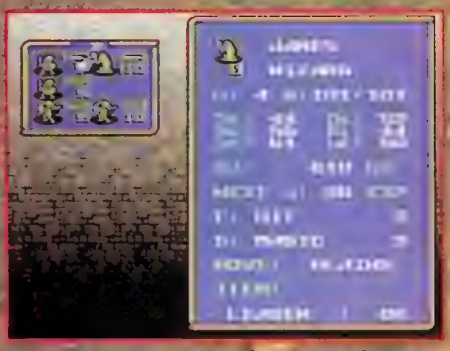
When you liberate a town, you receive money and are offered a tarot card to use later in battle.

You can find out the identity and strength of your enemy by placing the sword on the character and pressing the a button.



Once in battle, options are button press away.

The leader of a unit is designated with a cross symbol. It is imperative to not allow your leader to perish.



To get the upper hand on your foe, use one of your tarot cards. It's powerful, so use them wisely.

SNES info

GENRE	RPG
PLAYERS	1
LEVELS	25
DIFFICULTY	medium
SAVE FEATURE	battery backup
MEGS	12

If you find yourself in trouble, you may want to retreat before you sustain too much damage.

A SECOND OPINION

I am 'Second Opinion Man' and I gladly dole out my opinion to any who dare listen. This time I was forced to put Darrell in a stranglehold and threaten his family in order to give *Ogre Battle* a try. And at first glance I wasn't real impressed, but as I played on I became engrossed in the game and couldn't stop. RPG fans are going to love this game, with its friendly interface and deep story. However, I do think Darrell scored this one high, but then I'm not known as an easy grader. Still, this game deserves the award and is sure to keep you filled to your ears with RPG goodness! — ***Mike***

Different tactics affect the way in which your units do battle. Know which one to use, and adjust them to work to your advantage.

RATINGS

GRAPHICS

8

+ There are plenty of detailed characters and stunning visual affects.
- However, the icons are slightly difficult to identify and decipher.

MUSIC & SOUND FX

10

+ The music plays an integral part of this game, and enhances the mood.
+ As the game play begins to intensify, so does the music.

INNOVATION

8

+ Tons and tons of items, tarot cards, and characters to choose from.
- So much so, that it requires a great deal of knowledge and preparation.

GAMEPLAY

10

+ Everything is very straightforward, and easy to get accustomed to.
+ Simplicity is the operative word for the control of this game.

REPLAY VALUE

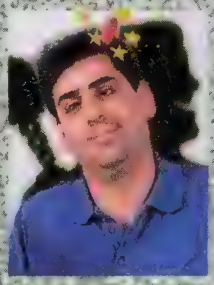
9

+ How you answer Warren's questions at the beginning affects the entire game.
- The down side is that it takes you over 100 hours to get through this game.

OVERALL 93%

Publisher: Psygnosis Limited • Developer: Digital Developments • now available • $55-60

Shadow of the Beast II



After it slammed him on the head with a heavy, rusty mace, Vinny DiMiceli was afraid — very afraid — of his own shadow.

Here I am, armed only with a spiked metal ball on a chain and my god-given brains, trying to defeat monsters that are way bigger than me. I'm lonely and tired and on a far away planet, trying to save my little sister from life as a Beast Mage for the evil Maletoth.

Sound interesting? If your answer is yes, then *Shadow of the Beast II* is for you. Otherwise, just turn the page. Even with all of its CD-ROM finesse, this game won't leave you spellbound or even amazed, but the solid gameplay could possibly get you hooked.

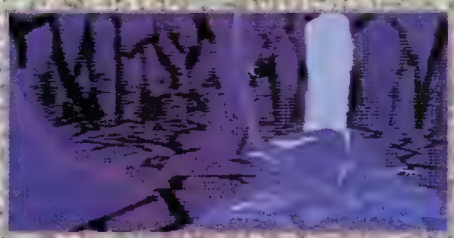
Your foes can be really ugly and spew slime on you.

Well, I got hooked. I ended up playing this game for many hours. I cursed at the screen when I died and begged for more than the six lives allotted to me to get the job done. Alas, I started from scratch — again and again and again and again...

Granted, this game isn't the greatest thing to come around since Pamela Anderson. Because it is hard to control and the graphics aren't all that good, the average player may shut this game off after about ten minutes, but it's a solid effort that makes you think, pisses you off, and, when you finally finish it, gives you a great deal of satisfaction. That's not bad for a game idea that's as old as, well, your shadow. **GP**

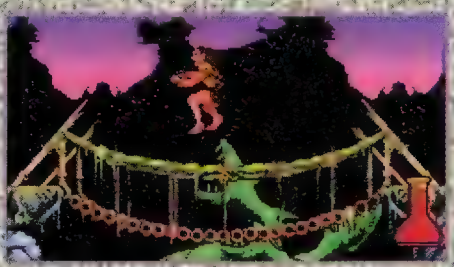
That's your baby sister in the sinister hands of your arch nemesis!

Wow! You really know how to use that mace!



Movie scenes like this are cool to watch once or twice, but they really slow down the pace of the game.

Breaking open chests reveal gold pieces and health serums along with other good stuff.



Look out for killer fish!!

SEGA CD info

GENRE	action/RPG
PLAYERS	1
LEVELS	1
DIFFICULTY	moderate
SAVE FEATURE	none (6 continues)
MEGS	n/a

RATINGS

GRAPHICS

6

+ The opening sequence and special effects are cool, but only once or twice.
- Shoddy graphics abound, and the backgrounds repeat over and over again.

MUSIC & SOUND FX

6

+ The music is a lot like *Stone Temple Pilots* — not ground-breaking, but good!
- The CD speech is useless if the words appear on the screen.

INNOVATION

5

+ The movie sequences are as wild as anything Hollywood can offer...
- ...but they don't advance the game and quickly get boring.

GAMEPLAY

6

+ What we have here is one very challenging game.
- Without a steady hand, you won't be able to get far in this game at all.

REPLAY VALUE

7

+ It can become addictive, and you lose track of time while you're playing.
- Your parents are gonna scream when they see the electric bill.

OVERALL 63%

MOTOCROSS CHAMPIONSHIP

*Ever since he gunned his first hog, **Jeff Lundrigan** has loved the feel of riding on two wheels. Let him get dirty...*

The 32X is a nice little machine that does exactly what Sega claims it does. There's no denying you get a fair amount of hardware power for your hard-earned money.

The first crop of software for it wasn't too bad either — not great, but not bad. However, with the release of *Cosmic Carnage* (see our review last issue) and this clunker of a racing title, it's clear that the software still isn't anywhere near what the hardware can provide.

I admit that some of the backgrounds in *Motocross Championship* look pretty good, but with a 32-bit processor and a palette of 32,000+ colors, it would be a real surprise if they weren't. Which is why it's such a mystery that most of the graphics in the foreground are as bad as they are — the characters are so blocky they almost look like something from an 8-bit game. The controls are sluggish too, and even though there are a lot of tracks, they all look pretty much the same.

When you try two-player mode, the blockiness isn't as bad, but the quarter screen view each player gets is so tiny you're liable to have Game Gear flashbacks. The bottom line is that if you're looking for two-wheeled action on your 32X, pick up *Road Rash 3* for Genesis — at least it's compatible. **GP**

Of course, some of the backgrounds are nice, and the transition screens sure look good, but how much does this add to game play? Well, basically, zilch.

The bad and the ugly. The characters in *Motocross Championship* are big and blocky, unless you try the two-player mode, in which case the screen for each player is so tiny, the winner is be the one who can fend off eyestrain the longest.

Watch out during the opening seconds of every race — the AI for the computer controlled opponents is so poor, everyone runs into everybody else as they charge across the starting line.

Every track looks a lot like every other track, and they all have the same sets of obstacles, just stuck in different locations — mud puddles knock you over every time.

SEGA 32X info

GENRE	racing
PLAYERS	1 or 2
LEVELS	12
DIFFICULTY	medium
SAVE FEATURE	password
MEGS	16

RATINGS

GRAPHICS

6

+ The backgrounds and transitional scenes look great.
– Both the tracks and bikers look blocky and awful.

MUSIC & SOUND FX

7

+ OK, OK, I admit that the music isn't too bad.
– However, the sound FX should be described as primitive at best.

INNOVATION

5

+ This is the first motorcycle race game for the 32X.
– When push comes to shove, there's not very much new here.

GAMEPLAY

5

+ It's simple to get out front and win once you get the hang of things.
– The game is sluggish to control and not too nice to look at.

REPLAY VALUE

5

+ There are lots and lots of muddy, bumpy tracks...
– ...all of which, unfortunately, tend to look about the same.

OVERALL 50%

Publisher: Sunsoft • *Developer:* Iguana Entertainment • now available • $50-60

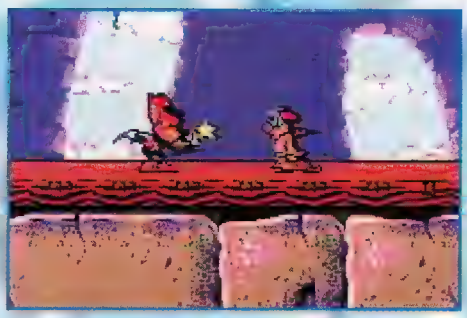
Aero the Acrobat II

We knew he had bats in his belfry, but finding Vinny DiMiceli hanging upside down in the office was just too much!

Aero's about to embark on his latest adventure, which may or may not be a good thing. I mean, his first title wasn't necessarily a bad game, but it didn't exactly set the video game world ablaze with full-tilt gaming goodness, either. But just look at the little guy, all excited and rarin' to go. Ya just gotta love 'im.

Okay, so Aero the Acrobat is back. We really don't need to know why — we just need to know if the trip was really necessary!

I quickly skipped passed the opening sequence that tells me what the game is about and went straight to playing it. As it turns out, *Aero the Acrobat II* is your basic scrolling/collecting game — nothing more, nothing less. You move around from stage to stage finding hidden rooms and food for points. Things haven't much changed from the first time around, but that doesn't make it all that bad now, does it?



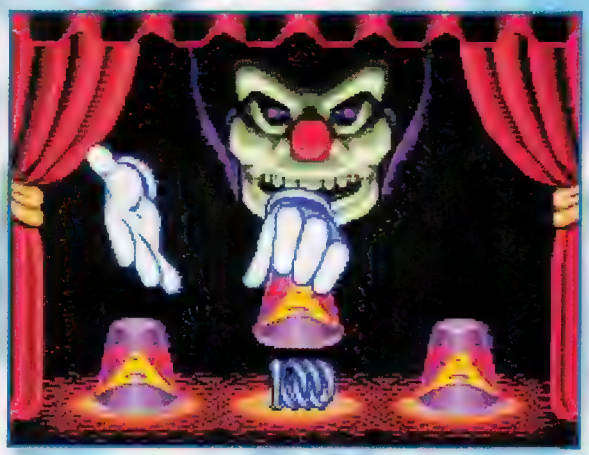
Collected stars give Aero some firepower.

Mid-air somersaults are Aero's specialty. He uses them to escape the boredom that sometimes rears its ugly head.

I was shocked to find myself continuously striving to make it to the next level. Maybe it was the colorful graphics, maybe the ease of gameplay, or maybe it was my lack of a girlfriend, but I kept playing. And I did have fun.

A high overall grade can earn you an extra life!

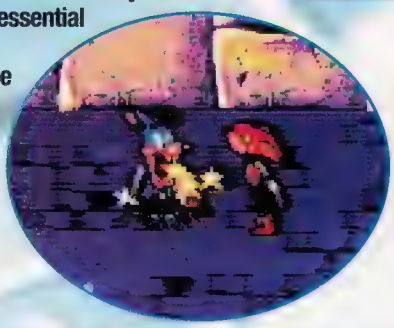
I especially liked the snowboard sequence, which really puts your skills to the test. Because Aero is on the snowboard, you are unable to stop, so gameplay speeds up. You constantly have to change speeds and jump to stay alive, and timing is essential to grab all of the prizes. It can get really tough.



Winning a shell game can earn you extra points or another Aero! Bonus games like this add a lot.

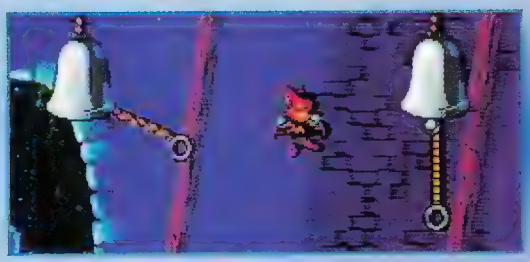
Speaking of prizes, at the end of every sequence you receive a report card showing how well you did. You're given a grade on the percentage of bad guys you've 'killed' and items you picked up. If all those percentages average out to a decent grade, you receive an extra life. This really gives you an incentive to 'seek and destroy' everything in the game.

All in all, *Aero II* isn't that bad. To be totally honest, I don't think I would shell out 50 bucks for this one if I was on a budget, but it is worth a rental on a rainy day. **GP**

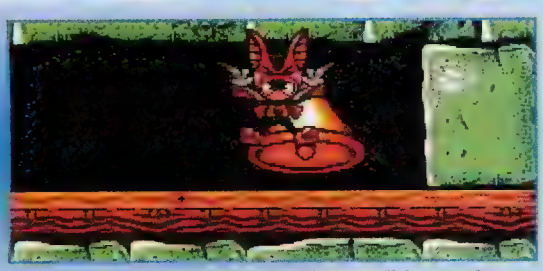


A quick burst can bust a bat! Serves those other bats right for turnin' against ol' Aero.

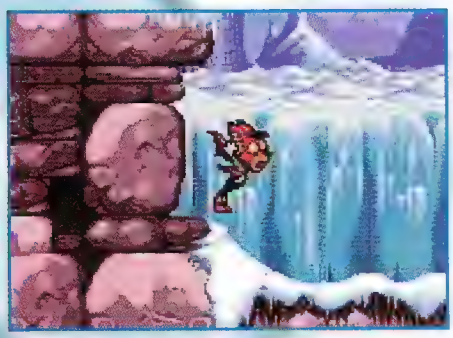
Safe!!! Aero can now slide under obstacles.



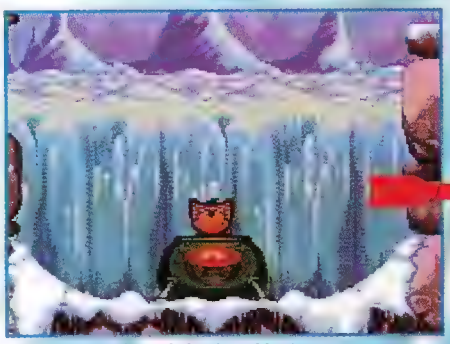
Aero swings from bell to bell to get where he has to go.



Yet another bell smashes Aero into your living room!

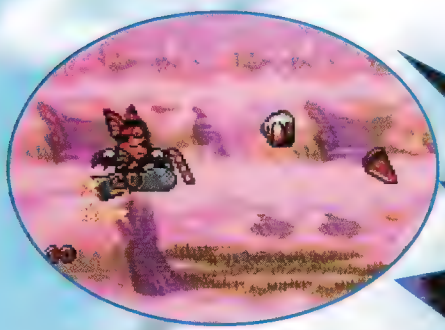


Whoops! Don't get too close to the edge!



Aero's cannon blast is back and better than ever. Ready... Aim...

Fire!!! Use the extra height to find secrets.



Aero dons goggles and mittens and hits the slopes! The Snowboarding is one of the coolest parts of the game. It's down-right frigid!

Different levels bring tougher enemies, but a good jump on the head will send them home crying.

A SECOND OPINION

Like a bat out of hell, Aero zooms down the icy slopes and through 45 (count 'em, 45!) levels of side-scrolling mediocrity. Vinny hit the proverbial bat on the head when he said, 'nothing more, nothing less'. I doubt Sunsoft will quote that on the box, but it describes this ho-hum sequel with simplistic perfection. The long awaited disco level, complete with psychedelic scenery and disco tunes, is a real mind-bender, man. But after the flashbacks wear off, this game is just a mild trip. — *Mike*

GENESIS info

GENRE	action
PLAYERS	1
LEVELS	45
DIFFICULTY	easy
SAVE FEATURE	password
MEGS	16

RATINGS

GRAPHICS

7

- It's cool when Aero gets smashed up against the TV screen.
- Although the backgrounds are colorful, they are repeated over and over.

MUSIC & SOUND FX

4

- This game is great when you've got some killer tunes on your stereo...
- ...'cuz the game music is repetitive and the sound effects aren't that good.

INNOVATION

4

- I always wanted to ride a snowboard — and now I don't have to.
- But outside of the snow job, there's not much new going on here.

GAMEPLAY

7

- Smooth and flowing, *Aero II* is fun to play and easy to figure out...
- ...and the farther you get into it, the more difficult it becomes.

REPLAY VALUE

8

- Once you get hooked, you wanna play all night.
- It's kind of a bummer that you've seen it all before.

OVERALL 70%

THE FLINTSTONES

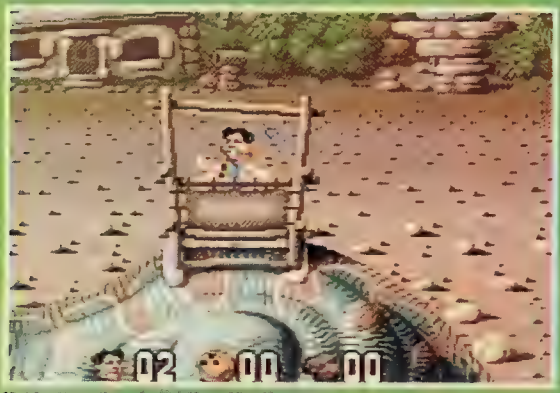
Publisher & Developer: Ocean of America • now available • $59.95

*Someday, maybe **Darrell Sasagawa** will win the fight, then that cat will stay out for the night! Wilma! Wilmaaa!*

Be sure to look before you leap.

Let's go bowling!

Someone has kidnapped Pebbles and Bam Bam, and their only hope is for Fred to save the day! Fred collects as many gems and stones as possible in order to raise the ransom and rescue Pebbles and Bam Bam from the cracked kidnapper, Cliff. Sounds easy, eh? Think again, my Cro-Magnon friend!!!



Not just another day at the office for Fred.

Going up!!!

Poor old Fred is up to his prehistoric neck in Bedrock bedlam in this ridiculous game, based on the blockbuster movie of last summer. However, the only thing the two have in common is that neither one of them is very entertaining.

Fred's weapon of choice is a neolithic bowling ball to bowl down gnarly cave dudes, stone age toads and baby Dodo birds. Not your style? Well then, use volcanic lava rocks to throw at anything that moves. Or, as a last resort, break out with a fossilized club to bludgeon all the wretched nasties.

Don't waste your time with the buttons, just keep Pebbles and Bam Bam in the center of the screen.

Unfortunately, this game seems to be no more than just a small part of a movie merchandising blitz. It's really too bad because the game looks and plays very well, but in their efforts to make this game challenging, they totally forgot to make it fun. There is absolutely no incentive for you to keep playing. It's so boring and repetitive, it had me saying, 'Yabba Dabba Don't!!!' **GP**

SNES info

GENRE	action/adventure
PLAYERS	1 or 2
LEVELS	5 plus sub-levels
DIFFICULTY	medium to hard
SAVE FEATURE	password
MEGS	16

RATINGS

GRAPHICS

8

+ The characters look just like they did in the movie.
- The sad thing is, that's the only thing I liked about this game.

MUSIC & SOUND FX

6

+ Hilarious sound effects, especially the patter of Fred's feet when he's driving.
- The tunes are just your standard video game fare... Yawn!

INNOVATION

5

+ The ability to play the game in surround sound is a nice touch.
- Come on... the cartoon, the movie... not much innovation going on here!!!

GAMEPLAY

7

+ For the most part, the control of the game is very easy and predictable.
- Lets just say that climbing is not one of Fred's strong points.

REPLAY VALUE

4

- If you make it through this game, the last thing you want to do is play it again.
- Like I said before, there really is no incentive to keep going in this game.

OVERALL 53%

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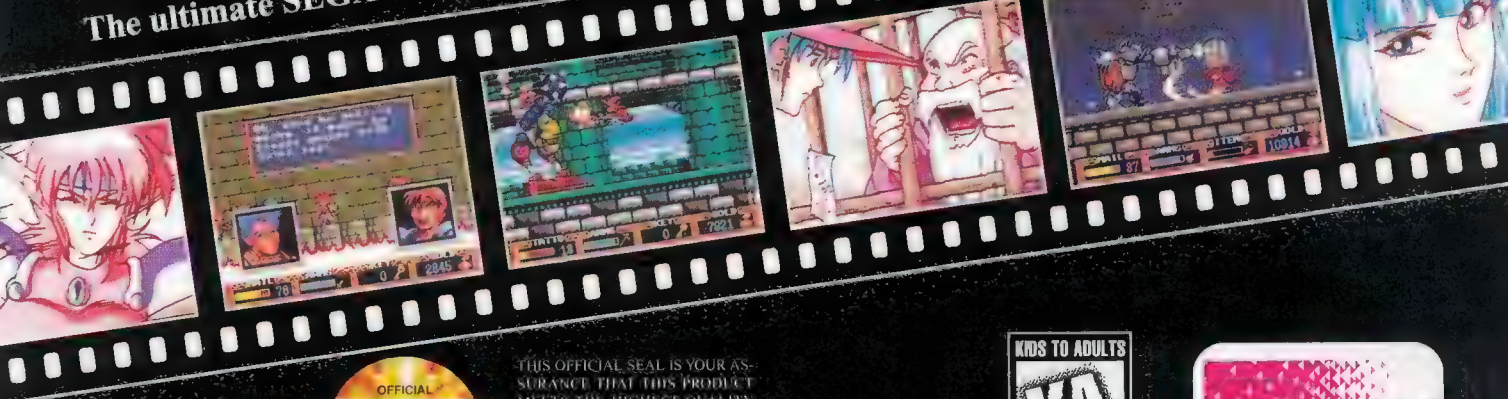

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Publisher: Sega • *Developer:* Dynamix • now available • $60-70

BOUNCERS

We secretly switched Vinny DiMiceli's basketball with this game. In most cases, he couldn't tell the difference!

Just when we were about to give up hope that an original video game would ever arrive at our doorstep, in comes *Bouncers*.

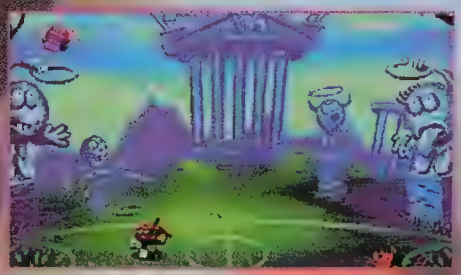
Now the concept of this game isn't all that original — basketball has been around for almost one hundred years — but it's the viewpoint that this game gives you that truly is new. For the first time ever, you play the game as the ball itself. But these are no normal balls. They've got hands, legs, and personalities all their own.

The Bouncers run out on wacky courts with up to three hoops and try to bounce off each other and into the net. A close shot scores two points, and one from more than half-court gets you three.

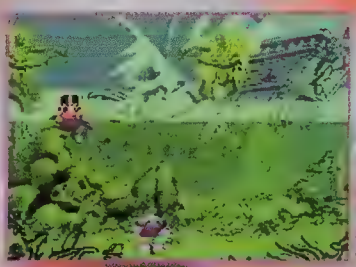
To make things even more interesting, power-ups are available along the way. Things like cement shoes keep you on the ground, while parachutes help you stay afloat a little bit longer.

Plain and simple, *Bouncers* is great fun. The idea is truly funny, the graphics are superb and the game play is addictive. You're always gonna find the time to play *Bouncers*. **GP**

If someone doesn't get out of your way, you can always give him a kick and send him to the ceiling!



Fu spins his chucks while he waits for you to make a move.



Being underwater greatly effects your ability to bounce.

With a ring of smoke floating above the monkey's hoop, Gog just hit for six points!

At the haunted house, a bat can lift you up to the top of the screen, leaving you helpless.

You can choose from eight different *Bouncers* — Chip likes it when you pick him!

SEGA CD info

GENRE	action/sports
PLAYERS	1 or 2
LEVELS	3
DIFFICULTY	moderate
SAVE FEATURE	none
MEGS	n/a

RATINGS

GRAPHICS — 9

- The *Bouncers* and all the courts they play on are fascinating.
- Most of the cartoons are classics, and the animation is really cool!

MUSIC & SOUND FX — 7

- The sound effects are funny, and the game's creators supply the voices.
- With the exception of Spike's guitar, the soundtrack won't go platinum.

INNOVATION — 9

- Not only is it the weirdest basketball game I've ever played...
- ...but I can see sequels going in many different directions.

GAMEPLAY — 8

- Even though control takes some getting used to, this game is one of the best games I've played.
- The cartoons are an extra bonus!

REPLAY VALUE — 8

- With two players, you play until someone is crowned grand champion.
- For some reason, the one player mode isn't nearly as much fun.

OVERALL 81%

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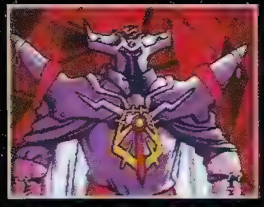

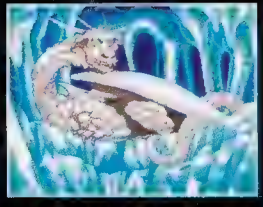

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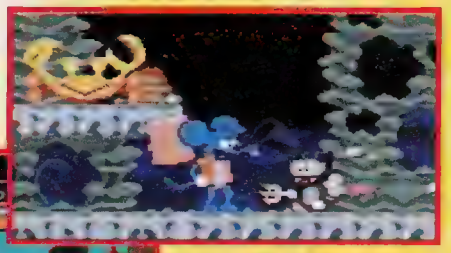
Publisher: Acclaim • **Developer:** Bits • now available • $59.95

The Itchy and Scratchy Game

He was itching to play the most recent game in* The Simpsons *series, but* Doug Brumley *ended up just scratching his head.

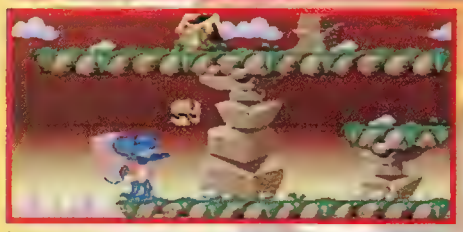
Hey-hey, gang! It's time for a visit from the long-lost evil twins of Tom and Jerry! Bart Simpson's favorite cartoon characters, Itchy and Scratchy, have finally reached headliner status in *The Itchy and Scratchy Game* for SNES, but the only torture here is inflicted on the gamers who play it.

SNES info	
GENRE	action
PLAYERS	1
LEVELS	7
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	8



Itchy's mallet flattens Scratchy, but it's most effective on the army of tiny Scratchlings.

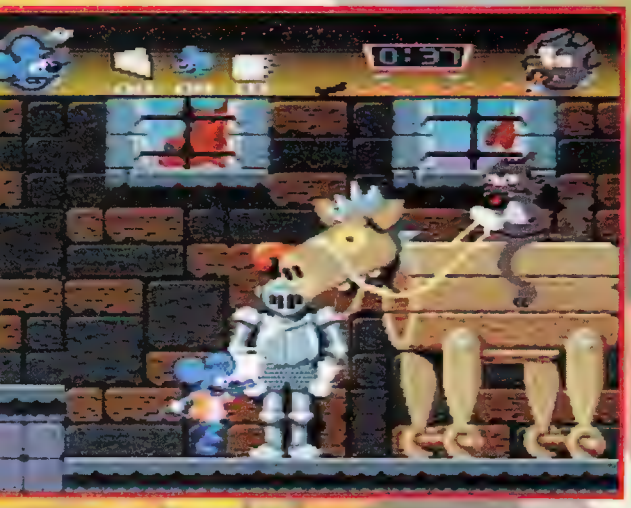
You might think the intense rivalry between the two characters would at least provide for some interesting head-to-head action. Think again. You're in luck if Itchy's your favorite of the two, because he's the only one you can control throughout the game. Scratchy, his army of Scratchlings, and a variety of other enemies look to hit, poke, burn, and blast Itchy out of existence for seven levels. Both Itchy and Scratchy begin each cartoon with a mallet but can find other, more damaging weapons scattered throughout the stages. Once Itchy drains his cat friend of all his energy, he must use items he collects from the smashed Scratchlings to defeat the evil feline Scratchy boss.



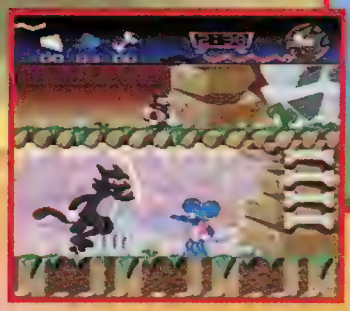
Icon boxes are scattered about each level — they allow you to upgrade from your primitive mallet.

Successfully smash Scratchlings to reveal items, like these bones, that are needed to defeat the bosses.

Game play suffers from extensive repetition and poor control and, despite the large number of weapons included in the game, there are too few opportunities to pick them up. For true *Simpsons'* fans, the Itchy and Scratchy level in *Bart's Nightmare* is still the best place to look for this duo. **GP**



Poor control really comes into play when you're trying to defeat the Scratchy-bosses at the end of each cartoon.



While the backgrounds change with each cartoon, it's still the same old action you played in the first stage.

FINISH HIM?

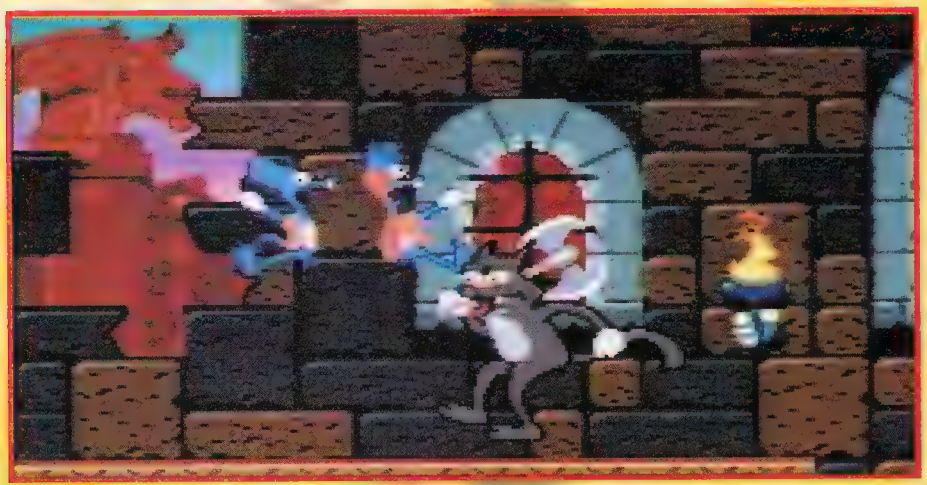
Sticks and Stones May Break My Bones...

The true-to-the-cartoon punishment animations are the coolest part of *The Itchy and Scratchy Game.*

How 'bout a little fire, scarecrow?

Water and electricity... Wow! These work great together!

Marvel at the precision with which a gun blast removes the skin from the bone.



Although the cartoons don't have a very sharp wit, several pointy weapons allow Itchy and Scratchy to poke fun at each other.

A SECOND OPINION

Oh, how the mighty have fallen. Is there no balm in Gilead? I've glued myself to the TV countless times in hopes that *The Simpsons'* super-cool cat and mouse characters would make an appearance, and I've never been disappointed when they did — until now. Even the most devoted *Itchy & Scratchy* fan is gonna be hard-pressed to find anything good about this game. The poor design, embarrassing graphics and frustrating control makes you just as crazy as the game's demented duo — ***Chris***

RATINGS

GRAPHICS

6

- The large Itchy and Scratchy sprites are a plus...
- ...but let's face it, this is an 8-bit game, so graphics are so-so.

MUSIC & SOUND FX

7

- Ahhh. Is that the lovely 'Itchy and Scratchy' theme song I hear? Yes it is.
- But that's the only thing you recognize from *The Simpsons.*

INNOVATION

2

- I thought the cookie cutter used to make games like this was thrown away.
- But the worst part is that it's not even a two player game!!!

GAMEPLAY

3

- Controlling Itchy is as bad as directing three blind mice.
- The weapons make this game, but they're too few and far between.

REPLAY VALUE

3

- They fight and bite, and fight and bite and fight...
- ...but the action never changes over seven different backgrounds.

OVERALL 35%

SLAM CITY WITH SCOTTIE PIPPEN

Publisher & Developer: Digital Pictures • **now available** • **$64.99**

The residents quickly realized they'd all have to change their locks after Doug Brumley was awarded the key to Slam City.

No matter how hard you practice your outside jumper or how many lay-up drills you do, your odds of ever stepping on the court with Scottie Pippen are pretty slim. Fortunately, Digital Pictures has decided to increase your chances by including Mr. Pippen as the final challenger in its newest four-disk 'video' game, *Slam City With Scottie Pippen* for Sega CD. Unfortunately, you've got to earn beaucoup respect points to even get a good look at the member of the three time world champion Chicago Bulls.

This first person streetball sim puts you into the high tops of Ace, an up-and-coming hoopster who must prove himself against four competitors — Fingers, Juice, Mad Dog, and Smash. Every time you do something positive you earn respect, but poor plays take it away as quickly as it came. Once you gather up one billion respect points — don't worry, the game is fairly generous — your wish to challenge Pippen, mano-a-mano, is granted.

While the game's movie-like design and intriguing courtside characters makes it entertaining to watch, *Slam City* doesn't effectively sell the feeling of interactivity between you and your video opponent. Demanding control requires button pushes within a precise window, and detecting those openings on video is often quite difficult. This reduces the game from a fluid blacktop hoop sim to a rigid reflex test that's more fun to watch than it is to play. **GP**

Blocking shots earns respect and is the most effective way to delay your opponent from scoring, but he or she always retains possession of the ball after a rejection.

Stealing automatically gives you a basket if successfully executed, but it's nearly impossible to do against the top three challengers.

Courtside characters like Dolla' Bill appear occasionally to add their two cents.

When you see an opening, press the break button and a direction to blow by your opponent. If you break at the right time, you pull off a super slam that earns mega-respect.

SEGA CD info

GENRE	sports
PLAYERS	1
LEVELS	5 opponents
DIFFICULTY	hard
SAVE FEATURE	backup ram
MEGS	n/a

RATINGS

GRAPHICS

9

- You can't beat full-motion color video that fills three fourths of your TV.
- It still looks like you're watching the action through a screen.

MUSIC & SOUND FX

9

- Trash talk and hip-hop beats provide the streetball atmosphere.
- Scottie's catchy rap debut is the title track for *Slam City*.

INNOVATION

8

- Bigger and better video surpasses earlier Digital Pictures releases.
- You need a billion points to face Scottie Pippen.

GAMEPLAY

5

- Your on-screen Ace responds immediately to your commands...
- ...but you rarely feel like you're interacting with your foe on defense.

REPLAY VALUE

5

- There are over two and a half hours of video clips to see.
- You have to sit through hours of repetitive game play to face Scottie.

OVERALL 58%

Publisher: Atlus • *Developer:* Hori Electric Co. • now available • $59.99

PIECES

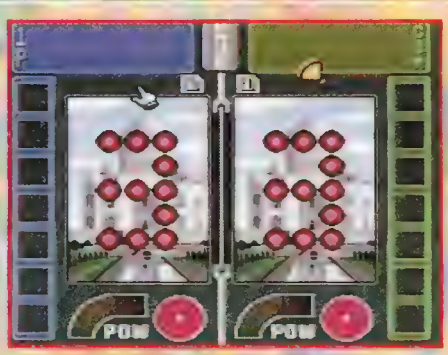
He once worked a 5,000 piece puzzle only to find that the final piece was missing. Doug Brumley has never truly recovered from that nightmare.

What do the games like *Panic!* and *WildSnake* have in common? Well, nothing really, except that they both fall within the vaguely defined boundaries of the puzzle genre. And while puzzlers grow more and more diverse and inventive, Atlus has made its mark by livening up a plaything that's stood the test of time: the jigsaw puzzle.

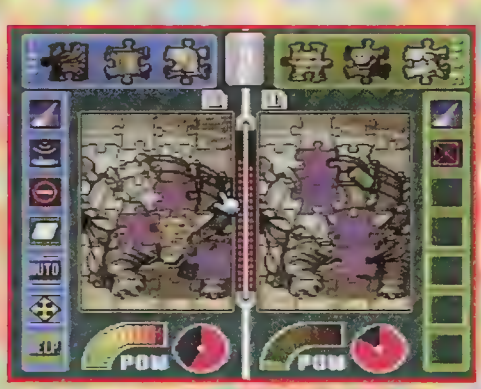
Pieces lets you pit your puzzle-solving abilities against a human or computer opponent, racing to see who can fill in all the pieces of a jigsaw puzzle the fastest. A variety of special items — some help you, some hinder your challenger — fuel the competition and keep the game from being as simple as it may first appear.

Computer opponents become increasingly more difficult with each passing stage, which consists of a race to complete three puzzles. Handicaps can be implemented to even things up when two humans square off, and a jigsaw mode (along with a multi-player adapter) lets up to five players work at a puzzle simultaneously.

Adjustable difficulty and simple controls make *Pieces* a breeze to jump into, and the game's challenge and wide selection of puzzles keep you attached. The only drawback is that once you've become familiar with a puzzle, it's much less fun to complete when you come across it again. While the game is not as relaxing as working an actual puzzle — there is nothing relaxing about *Pieces* — it provides an entertaining alternative for those rainy days. **GP**



Take a good look. A three second glance at the completed image is all you get before the race begins.



The quicker you place pieces, the more power you gain. That power gives you tricky items along the side of your board that you can use to frustrate your foe and ensure victory.

Once you beat the computer challenger in a race to complete three puzzles, you move on to test your skills against the next, more difficult opponent.

Jigsaw mode lets you choose the level of difficulty and genre of puzzle themes while also allowing up to five players to work simultaneously.

SNES info

GENRE	puzzle
PLAYERS	1 to 5
LEVELS	8 – over 100 puzzles
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	8

RATINGS

GRAPHICS — 8

- Simple icons and a well-designed playing board makes the action easy.
- Lively cartoon-style graphics offset the realistic puzzles.

MUSIC & SOUND FX — 8

- Fast-paced elevator music accompanies the puzzle-solving nicely.
- You can turn the tunes off when they get too repetitive.

INNOVATION — 8

- A unique premise expands the puzzle game genre.
- It's a distant relative of games like *Tetris* or *Mean Bean Machine*.

GAMEPLAY — 9

- Pick-up-and-play controls keep the game simple and fun.
- Special items heat up the action by aiding you or thwarting your opponent.

REPLAY VALUE — 7

- Jigsaw mode lets up to five players work simultaneously.
- The same puzzles reappear and once you work one, it becomes easy to solve.

OVERALL — 81%

Publisher & Developer: Ocean • now available • $55-60

THE SHADOW

He knows exactly what evil lurks in the hearts of men, and that's why Mike Salmon is never gonna have a daughter!

The dark forces of evil are at it again, and this time the Shadow is answering the call to save the city. The movie, starring Alec Baldwin, was surprisingly decent. Can the game equal the action and excitement of the movie? No way — not even close.

The Shadow is just another *Final Fight* clone that tries to use the popularity of a movie to sell the game. Well, I'm not buying! You control the Shadow and beat your way through 25 tough and extremely repetitive levels. There are special moves like Invisibility, Devastation, and Dash, plus you can pick up mailboxes, garbage cans, baseball bats, lead pipes, or knives and use them as weapons. However, it doesn't matter what weapon you're using, 'cuz you just beat up the same bad guys level after monotonous level.

Special powers like this Dash are what make the Shadow a super-hero.

This game could've been great if it wasn't just running left to right and punching. If you had to search out the bad guys, then beat them up, this game would've had something of interest. But as it stands, the action in *The Shadow* is barely adequate.

The Shadow looks good and some of the backgrounds are great (the Empire State Building is cool), the sound is adequate, and the control is good. So, if you loved *Final Fight*, you're gonna be happy to know *The Shadow* is just like it. But if you're waiting for an original game idea, *The Shadow* is not the answer. **GP**

Punching, kicking, and throwing are standard Shadow moves that are exciting the first time, but quickly lose their appeal soon after.

A gun fight on top of the Empire State Building adds a little twist of excitement.

Batter up! Time for the Shadow to crack some skull. Picking up bats, knives, and lead pipes give the Shadow some extra fire-power.

Big ugly bosses — what would a side-scrolling action game be without them (hopefully something different, for once)?

SNES info

GENRE	action
PLAYERS	1
LEVELS	25+
DIFFICULTY	variable
SAVE FEATURE	none
MEGS	16

RATINGS

GRAPHICS — 8

↑ *The Shadow* is big, dark, and tough. The backgrounds look good.
↓ There's not enough variety in either the levels or enemies.

MUSIC & SOUND FX — 7

↑ While the music and sound effects are intense and solid...
↓ ...the music runs on a very tight loop, and there are only three sound effects.

INNOVATION — 4

↑ Here's a plus! Some of the special moves are new.
↓ Other than that, this is an innovative-free game. Can you say copycat?

GAMEPLAY — 6

↑ *Final Fight* fans are gonna recognize this game for what it is.
↓ After a couple levels, extreme boredom sets in.

REPLAY VALUE — 6

↑ It's a tough game and it's gonna challenge you.
↓ That would be the only reason to play this cart again.

OVERALL 62%

CASTING SPELLS CAN BE HAIR RAISING.

Flink certainly doesn't look like your typical wizard, but at least he's got a cauldron to show for it. To be honest, our little guy is only an apprentice, but he's got a heck of a lot of magic spells up his sleeves. At least that's what the citizens of Imagica Island believe. They've entrusted him to locate the missing island leaders and to destroy the Demon Guardians that stand in his way. Spell-binding and hair-raising, Flink will capture you heart.

SEGA CD

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KIDS TO ADULTS
K-A
AGES 6+

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Jurassic Park II

The Chaos Continues

Publisher & Developer: Ocean • now available • $55-65

Shooting Raptors in the jungle — ah, the good old days.

Pick your mission from this high tech gadget and you're on your way.

His lifelong dream, Disco Park, closed last year after one of the Bee Gees escaped and started killing visitors with his deadly falsetto vocals. Now Mike Salmon is selling his leisure suits to pay off the lawsuits.

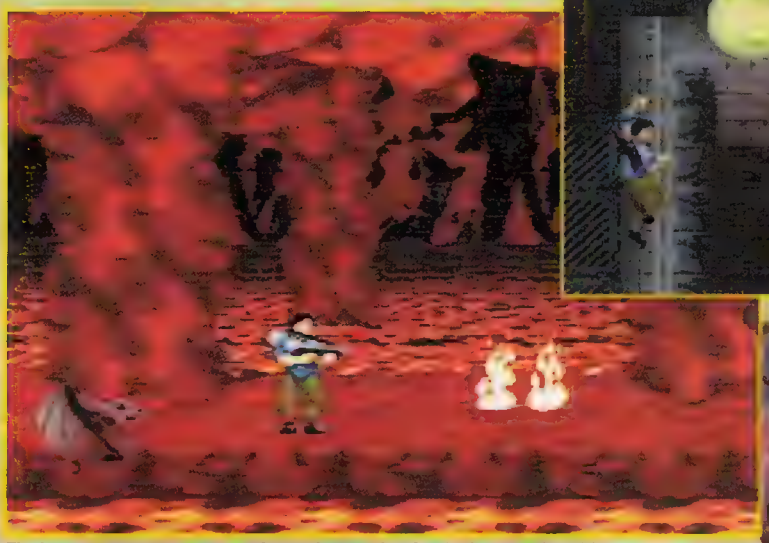
THE DINO DECATHLON

Let's See Grant Do This!

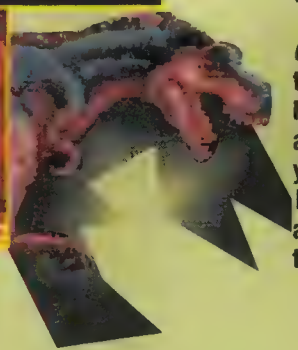
Hanging off a ladder and blasting bad guys is one of many talents.

Shimmying along a vine trying to make dinosaurs extinct! It's not science, but it's fun.

There's a bunch of these evil guys with grenades. Real scary!



The lava caverns — every game's got them — but few look as good as this one.



Why can't men and dinosaurs just get along? That's right — the fifth *Jurassic Park* game to come out in the last year for the 16-bit platform is here, and you don't get to shoot that miserable Barney in any of 'em.

Jurassic Park II — The Chaos Continues (which is now gonna be known as *JPII* for obvious reasons) is the sequel to the best dinosaur shooting game yet, *Jurassic Park* for the SNES. *JPII* looks and plays great, but is a definite let-down from the varied action of the original. You go back to the island and have to complete six long, tough missions in order to restore order.

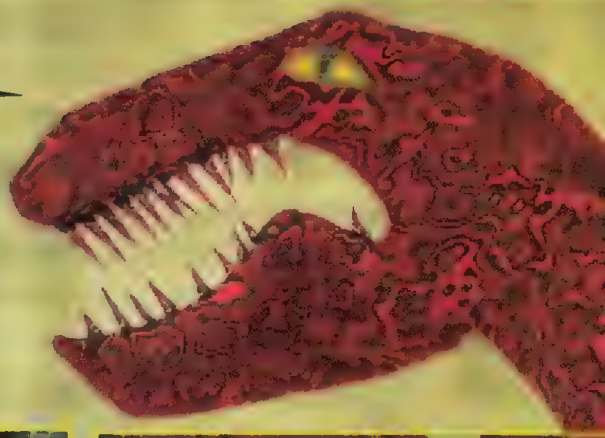
One or two players can join in on the mass carnage of dinosaurs and evil humans. A wide variety of weapons and enemies makes each mission different and keeps you playing.

The rich graphics put you right in the jungle and the screeching dinosaurs send chills up your spine. However, none of the original levels of the first are here and it's basically a side-scrolling shooter. *JPII* looks and plays like a *Prince of Persia* on steroids, which would be great if we weren't expecting more.

Jurassic Park II: The Chaos Continues doesn't have much in the way of innovation, but it looks and plays just as good as any game of its kind. So, if you've gone dino-nutty or just love solid dinosaur blasting action, *JPII* is a fine blast from the past. **GP**

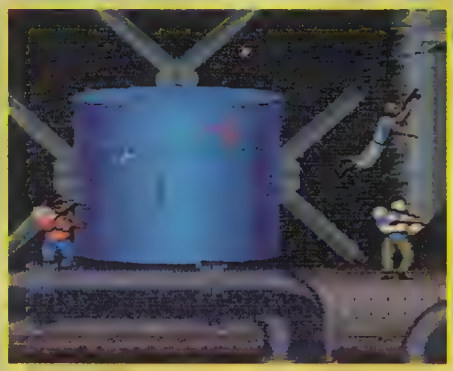
SEEING DOUBLE
Twice the Fun

The two player mode brings back memories of *Ikari Warriors.*



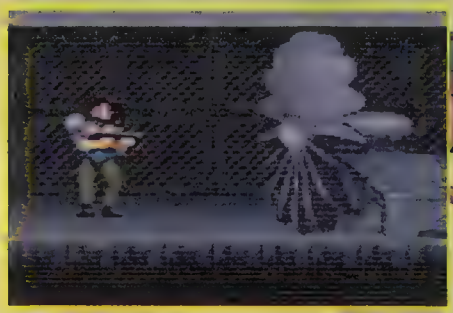
SNES info

GENRE	action
PLAYERS	1 or 2
LEVELS	6 missions
DIFFICULTY	hard
SAVE FEATURE	none
MEGS	16



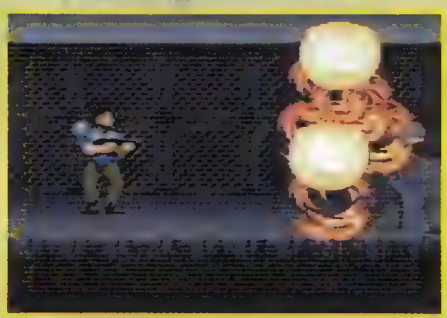
And don't forget to argue over who made the kill.

'I need the ammo.' 'No, I do!' This is the common problem of the two-player game.

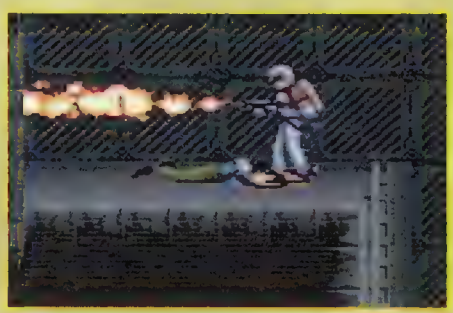


This big fan stands in your way and is sucking you in!

FANDANGO!
Fanning the Fire



A few good shots and, boom, you're in. You know, they're just not making those fans the way they used to in the old days!



Wait a second! How did this guy get behind the fan? Those bad guys are so tricky.

A SECOND OPINION

You've seen this one before, sometimes better and sometimes a lot worse. It's like a watered-down version of *Contra* — the action isn't as explosive, but what's left is still pretty good. The only thing that really stands out is the music. The Dolby Surround sound is amazing! If you're not playing on a decent stereo setup, you're missing half the game. Unfortunately, the rest of the game is simply your standard take-it-or-leave-it side-scroller. Still, it's better than the Genesis *Jurassic Park* games. — ***Chris***

RATINGS

GRAPHICS

8

+ Great use of the SNES color palette brings the game to life.
- You know, for dinosaurs, these things sure are small.

MUSIC & SOUND FX

9

+ The totally great soundtrack lends a serious mood.
+ There are only a few sound effects here, but they sure sound great!

INNOVATION

6

+ Choosing your mission is just a little bit different.
- But everything else in this game is just well-done rehash.

GAMEPLAY

8

+ The control is great and the action is very intense.
- Believe it or not, shooting dinosaurs can get a little stale.

REPLAY VALUE

7

+ All of the six the missions are challenging and different.
- You're still running from left to right shooting everything.

OVERALL 77%

New Horizons

Publisher & Developer: Koei • now available • $76.95

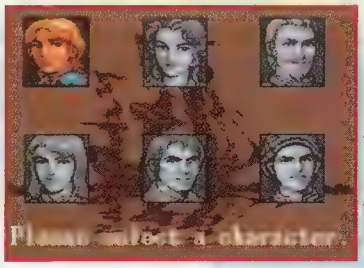
After many accident-free years of riding the Staten Island Ferry, Vinny DiMiceli booked passage on the good old Titanic.

Nothing beats a day, a week, a month, or even a year at sea. The sun on your brow as you swab the deck, the smell of the salt in the air, and the occasional case of scurvy from a vitamin deficiency. Yeah, a vitamin deficiency. That's what I thought I had while playing this game.

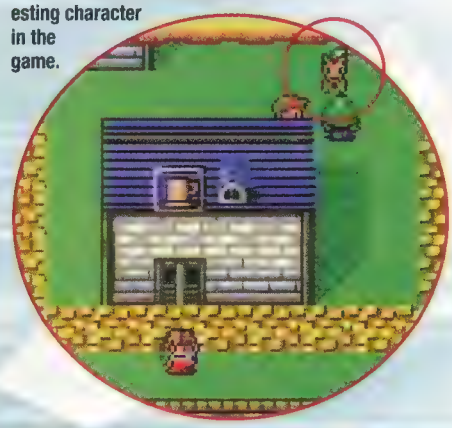
This game gives you a chance to take six different characters on six different journeys. You can be any one of the heroes (or heroines) and play a different game every time — or so it would seem. All the characters end up intertwining, so basically no matter who you choose, you end up doing the same thing. You talk to different characters and you get the same answers. Don't expect many differences.

But the problem is that the game isn't much fun. The game's premise is set up automatically. When you set sail, an auto sail option does it for you. The dialogue between the characters is long and drawn out, and when it tries to be funny, it isn't. An RPG doesn't need good graphics to be a good game, but these graphics are atrocious.

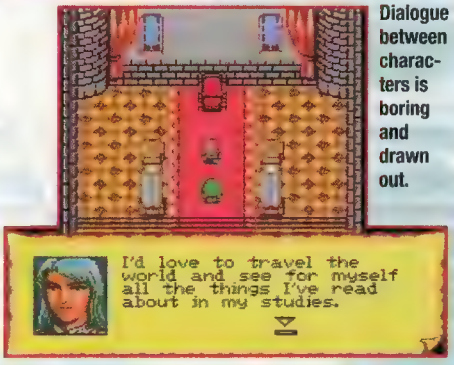
Don't stow away on this ship. Stay home and suck on a lime. **GP**



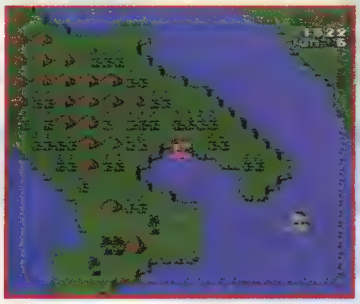
You can choose from six different characters — each with their own (different?) mission.



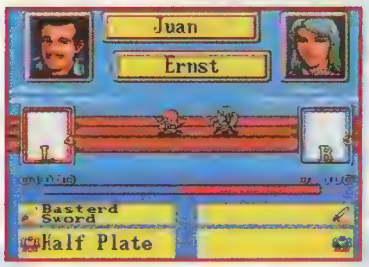
Each village you visit has a dog that is probably the most interesting character in the game.



Dialogue between characters is boring and drawn out.



Once ocean-bound, you can sail around the boot of Italy, or stop in a port for some pasta.



Duels between captains only require you to input offensive and defensive commands.

Here is the exciting sea battle scene in all its glory.

RATINGS

GRAPHICS — 2

- The close-up portraits of the character's faces are nice.
- But that's about all you can cheer about in this game.

MUSIC & SOUND FX — 2

- What sound effects there are sad and pitiful things...
- ...and the music is as annoying as it could possibly get.

INNOVATION — 5

- You can give your characters names like Hugh Jass.
- The computer controlled intro should have been left to the manual.

GAMEPLAY — 5

- It's easy to move the character around the screen and sailing is easy.
- All the fight sequences are way less than realistic.

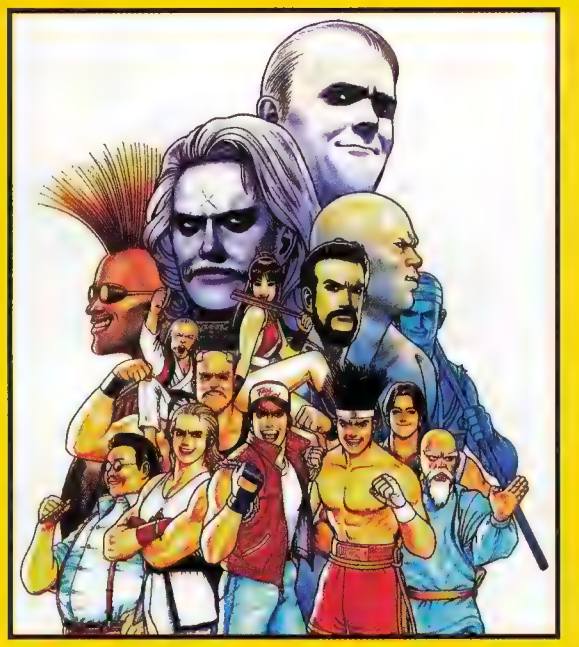
REPLAY VALUE — 2

- There are no whirlpool sequences in this bomb.
- If you were caught in a whirlpool, you'd be forced to keep playing.

OVERALL 35%

GENESIS info

GENRE	RPG
PLAYERS	1
LEVELS	n/a
DIFFICULTY	moderate
SAVE FEATURE	battery backup
MEGS	16



Sure we offer a variety of more things BUT, it doesn't matter cuz you're still gonna get your

BUTT KICKED!

FATAL FURY SPECIAL

JVC MUSICAL INDUSTRIES, INC

SEGA CD

SNK

TEEN T AGES 13+

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SOMETHING OLD SOMETHING NEW

*Some games just keep coming back. So does **Jeff Lundrigan**, even though we keep taking away his damn compass.*

Publisher: Activision •
Developer: Red Line •
Genre: Action
$60-65

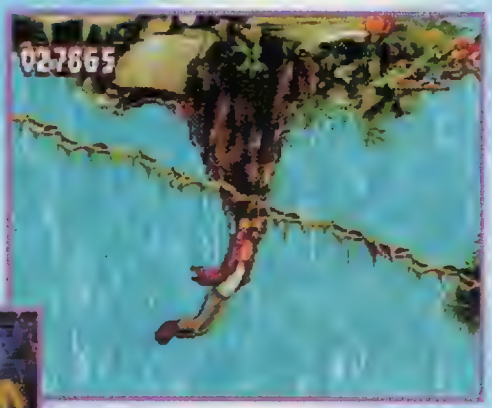
Ten years later, Pitfall Harry is back, and what's more important, Harry Jr. is around, too. The son of that video game pioneer is starring in his own adventure, plunging deep into the jungles of South America to rescue his famous dad.

It's fitting somehow that there should be a CD-ROM version of this game — a classic comes back and takes advantage of all the latest technology. It's also fair to say that of the SNES, Genesis and Sega CD versions, this is easily the best.

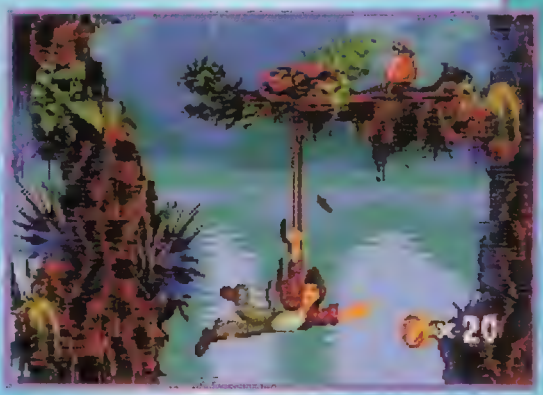
The designers have added an additional Ruin, Temple, and Waterfall stage, so the game has thirteen stages instead of the original ten. It's also important to note that the music is excellent, and the sound effects have been replaced with live sounds that were recorded in the rain forests of Central America.

But possibly the most impressive feature is that the background sound effects have been recorded in an especially deep version of surround sound. If you've got a setup that can take advantage of it, the sound mix is nothing short of startling.

The CD version includes a 'Digital Video Introduction' — don't let 'em fool ya, it's just a blocky-looking snippet from the TV commercial.

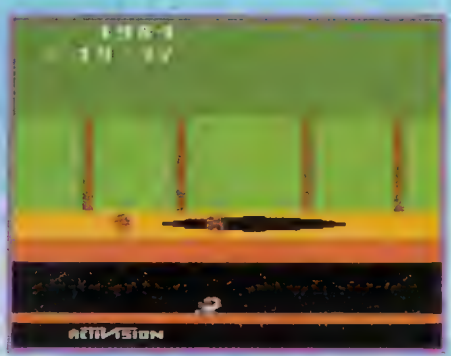


All the action from the other two versions is here. Ziplines, spring vines, you name it.



Oooo, fighting skeletons in a ruined temple — really scary, eh gang?

You can't really see the most impressive thing about this CD-ROM title. The sound and music are this version's best feature.



Oh, and it's worth mentioning that the entire original *Pitfall* game is still hidden in the CD version, just like in the SNES and Genesis games.

GP RATING 80%

Publisher: Acclaim •
Developer: Realtime Associates •
Genre: Action •
Game Gear: $40-50 •
Game Boy: $35-45

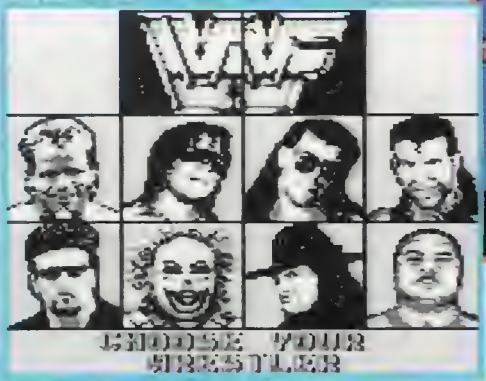
Okay, *WWF Raw* for SNES and Genesis were mild disappointments — nothing particularly wrong with them, they just weren't much of an advancement over previous 16-bit WWF titles. However, they were enjoyable on their own level. The Game Gear, and especially Game Boy, versions, are little more than excuses to suck more cash out of the license from unwary gamers.

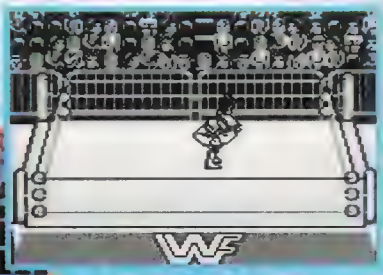
All right, I know that handheld screens are tiny, but given the fact that you're going to be squinting anyway, you'd have thought the designers would have taken pity on us hapless gamers, sacrificed the view of some of the ring, and made the characters as large as possible. Nope, didn't happen. The Game Gear version isn't too bad. It's not great, but at least it's in color, and it includes ten WWF stars, as opposed to the Game Boy's meager eight.

Hardcore WWF fans might want to take note that there's a slightly different mix of characters in each version: they share seven characters, but the Game Gear adds Crush, Bam Bam Bigelow, and 'Macho Man' Randy Savage. The only character that's unique to the Game Boy version is Doink, which seems oddly appropriate.

If you've got to have a handheld *WWF Raw*, avoid the Game Boy version and pick up Game Gear. However, if you've got a choice, stay the hell away from both. A clothesline from the Undertaker hurts less.

Note that the Game Gear version has ten wrestlers, while the Game Boy has eight. Note that the only wrestler you gain on Game Boy is Doink...





The game Boy version has pretty lackluster moves, and squinting at that tiny screen is downright painful.

At least the Game Gear version is in color. The animation is slightly better as well — better, still not good.

However, both versions manage to pack in at least a little WWF excitement: climbing the turnbuckle...

...and fighting outside the ring. Please note that you can't fight in front of the ring, and there's no foreign objects to bash each other with, but you can climb out to either side.

GAME GEAR
GP RATING 50%

GAME BOY
GP RATING 40%

MARCHING INTO YOUR LIVING ROOM

March Madness is right around the corner, and EA Sports is ready to celebrate the event with *Coach K College Basketball* for Sega Genesis. The engine of *NBA Live '95* has been reworked to simulate the college atmosphere by including zone defenses, Duke coach Mike Krzyzewski's scouting reports, and college chants. 32 top college teams and eight all-time championship teams have been enlisted for the race to Number One, but perennial favorites North Carolina and Georgetown declined to participate.

SCORE CARD

By the time you read this — or at least soon after — players across the country are gonna be frying to unlock a whole new set of codes in *NBA Jam Tournament Edition*. The original *NBA Jam* and the truckload of power-ups and secret characters contained therein were the topics of conversation in video game circles last March. Now *Tournament Edition* is hitting the shelves with many more players, stats, and tricks than the original. Get those cheat sheets ready!

NO. 471-9A. PJM.

GP SPORTS

Doug Brumley, Editor

MICHAEL ANDRETTI'S INDY CAR CHALLENGE

Publisher: Bullet Proof Software •
Developer: Genki Co., Ltd • now available • $69.95

Looks like it's quite a dreary day at the track, huh? Well, get used to it since each course features the same horizon and gray skies.

That Andretti family sure is competitive. Less than a year after Mario Andretti released his own racing title under the EA Sports label, his son Michael Andretti has pulled into the running with Bullet-Proof Software's *Michael Andretti's Indy Car Challenge* for SNES. Unfortunately, father knows best in this case. Michael's entry lacks the control and variety of Mario Andretti Racing.

Graphically, *Indy Car Challenge* looks similar to many other racing games on the market, but fails to convey a sense of speed. Details like skid marks on the track and sparks from under the car add nice touches, but choppiness in car animations takes away from the realistic portrayal of the sport. With regards to sound effects, the hum of the engines grows old as does the well-digitized phrase 'slow down' from Michael Andretti that seems to crop up at every turn. But a wide range of musical accompaniments — from a bluesy piano to a rockin' guitar — spice the game up nicely.

Game modes include a two-player split screen challenge, a one-player 16-race championship series, and a practice mode. The championship, which begins in Australia, and then dances around the States for the final 15 venues, requires you to qualify for a starting position and allows you to significantly alter your car's performance by modifying tire pressure, downforce, and gear ratios prior to each race. Michael helps the decision-making with advice for each track. While the other racers are quite competitive, there's no opportunity to adjust the difficulty or even increase the number of laps per event once you've become more experienced. Despite Michael Andretti's success in the world of Indy cars, racing fans find nothing in his *Indy Car Challenge* that hasn't been done before. The lack of variety, especially in the backgrounds, from one track to another leads to very monotonous driving once you've taken a few checkered flags.

In two player mode a split screen gives both racers a good view of the action.

The map of the track helps you prepare for the next turn, but the lack of a rear-view mirror keeps you wondering how safe your lead is.

MICHAEL'S ADVICE
AUSTRALIA
5 CIRCUIT
LENGTH 2.79
THIS IS A FAST TRACK WITH VERY LONG STRAIGHTAWAYS. THE STRAIGHTAWAYS ARE CONNECTED BY A SERIES OF SHORT TURNS SO QUICK AND RESPONSIVE STEERING IS A MUST.

Michael's tips before each race can be helpful when it comes to making adjustments. After all, he *is* the professional.

Make modifications to your car to change its characteristics. Bar graphs at the bottom of the screen show the effects as you make changes.

RATINGS

7	GRAPHICS
8	MUSIC & SOUND
3	INNOVATION
7	GAMEPLAY
6	REPLAY VALUE

OVERALL 65%

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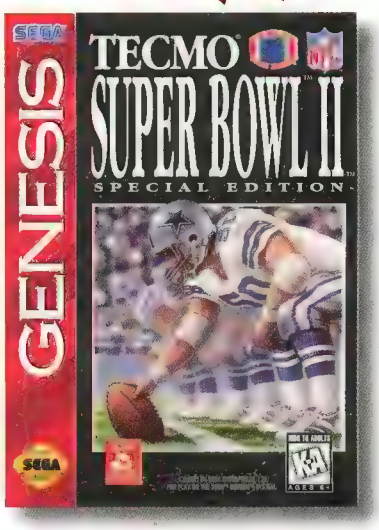

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TECMO SUPER BOWL II: SPECIAL EDITION

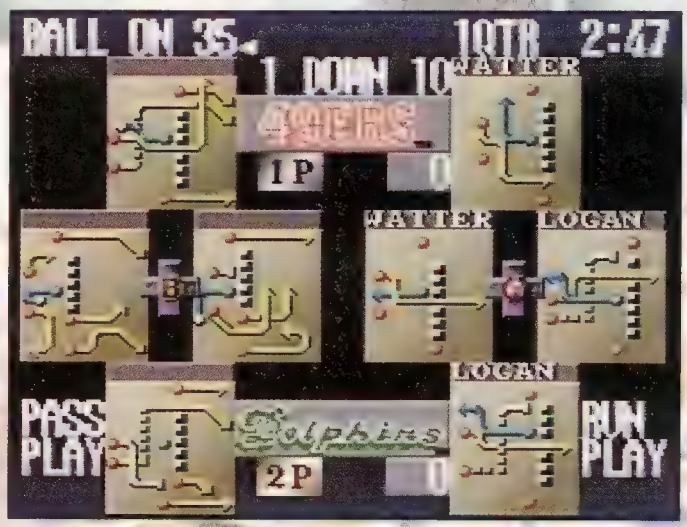
Big plays like touchdowns and sacks initiate cinema screens that provide a nice break from the small sprites.

Publisher & Developer: Tecmo, Inc. • now available • $69.99

There's no telling where sports games would be today if it wasn't for the 8-bit NES *Tecmo Bowl*. That product, along with *R.B.I. Baseball*, introduced an entire generation to the genre which has seen great success in recent years. Now the folks at Tecmo are reminiscing a bit with *Tecmo Super Bowl II — Special Edition* for SNES, a spiffier version of the last SNES game that incorporates new features and the latest NFL rosters. Unfortunately even with the nostalgia factor, the game is no match for the top gridiron titles on the SNES market.

First of all, *Tecmo Super Bowl II — Special Edition* is a difficult game to jump right into. Finding the play you want to run — and even understanding the play diagrams — can be quite confusing until you get your bearings. As in the earlier versions, plays are chosen with controller combinations such as Up and A or Right and B. The offense has access to two playbooks each with four running plays and four passing plays. While having only sixteen plays at your disposal may seem a bit limiting, plays can be replaced with others at any time and there are quite a few to choose from. The defense first chooses from four formations (goal line, normal, nickel, and dime), then attempts to select the play the offense chose from the offense's playbook.

Once both teams have made their selections (there's no play clock), the action moves to the horizontally aligned field. Defensive players have only until the snap of the ball to select the specific team member they want to control — once the ball's snapped there's no changing players! The tiny size of the sprites also makes it impossible to determine whether the quarterback handed the ball off or merely faked it, which can leave your sole human controlled player far away from the action.

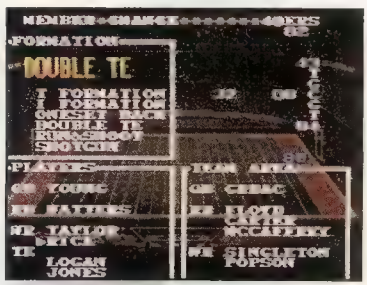


Choosing a play can be a little confusing at first. The left four are passing plays that use the B button and a direction, and the right four are running plays that use the A button and a direction.

On offense, the horizontal field adversely affects play in two ways— receivers run off screen where it's impossible to see if they're covered, and since the field doesn't scroll until a runner reaches that side of the screen, ball carriers are often suddenly tackled by defenders who wait just offscreen. Cycling through receivers one-by-one until you reach the intended one also frazzles your nerves as does the fact that hammering on the A button is the only way you can shake defenders.

The horizontal field not only limits your view of downfield receivers, but it also doesn't scroll ahead far enough for runners to see tacklers ahead.

The inclusion of trades, injuries, seasonal play, and a pro bowl game give this title some depth beyond game play and a two-player option allows you to find a challenge more formidable than the weak artificial intelligence of the computer. Despite its few design flaws and lack of realism, *Tecmo Super Bowl II — Special Edition* is still a simple, fairly entertaining game. This game just doesn't belong on the same field as *Madden NFL '95*, *NFL Quarterback Club '95*, or *NFL '95*.



There are several omissions, but most of the game's players, stats, and attributes are taken directly from the NFL.

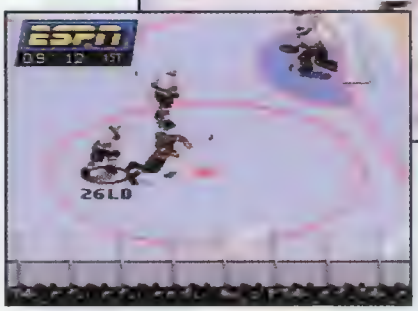
RATINGS

7	GRAPHICS
8	MUSIC & SOUND
7	INNOVATION
7	GAMEPLAY
7	REPLAY VALUE
OVERALL	71%

ESPN NATIONAL HOCKEY NIGHT

Publisher & Developer: Sony Imagesoft • now available • $69.99

At my house, *National Hockey Night* on ESPN isn't a telecast — it's an event. For three hours the phone goes off the hook, the snacks (preferably bowls of Chex mix) are at the ready, the channel surfing stops on ESPN, and the remote is placed somewhere out of my reach. Needless to say I've had a little more free time this winter thanks to the lengthy NHL work stoppage, and when Sony Imagesoft's *ESPN*

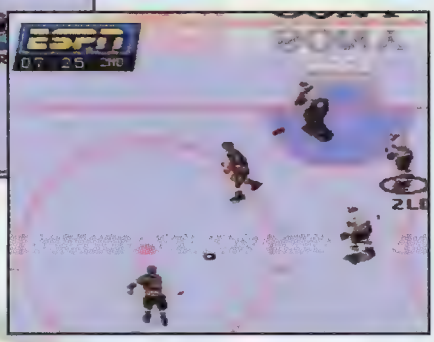


You can determine how often video clips appear (if at all), but when they do the action stops for several seconds, the video runs, and after another waiting period you're thrown right back into the action.

National Hockey Night for Sega CD crossed my desk, I thought it might be able to partially fill the void. Unfortunately that wasn't the case.

The large player sprites, realistic animations, and a well-detailed ice surface give the game a positive first impression, but things soon go downhill fast. After you choose from the exhibition, season, playoff, and challenge game modes, sit through a few periods of access time, and see a couple of digitized video clips of ESPN's analyst Bill Clement, you take the ice. The controls have a loose feel, making it very easy to overskate the play or miss a body check.

I liked the idea of including pertinent video clips in the midst of the action, but the horrible execution of the idea totally ruined the flow of the game. Occasionally when you execute a big hit or your goalie makes a beautiful save, the action on the screen freezes momentarily as the disk accesses. After a few seconds a video clip of an NHL play that closely resembles the event in your game appears. When the clip is over there's another period of access time before you're tossed back into the action in mid-stride. Fortunately, you can toggle the video interruptions from frequent to infrequent to none.



View the action from either a horizontal or vertical perspective. The horizontal approach gives you a broader view of the ice.

The CD-quality sound brings the telecast's theme music to life and provides for some realistic sound effects, but most of the time the arena sounds more like a crowded cafeteria than a crowded hockey rink. One of the more unique feature is the inclusion of two events in the All-Star Skills Competition— the fastest man and skill shooting contests. Controls again hamper the fun, and despite following the directions from the manual, I still could not get my skater around the rink in the fastest man competition.

The fact that you can toggle the perspective between horizontal and vertical views is a plus, as is the inclusion of player photos alongside the rosters. But despite the few positives, there are still way too many negatives (no instant replay, either) to warrant picking this one up — no matter how hockey-starved you are.

The neatest aspect of *National Hockey Night* is the inclusion of a couple of events from the All-Star Skills Challenge.

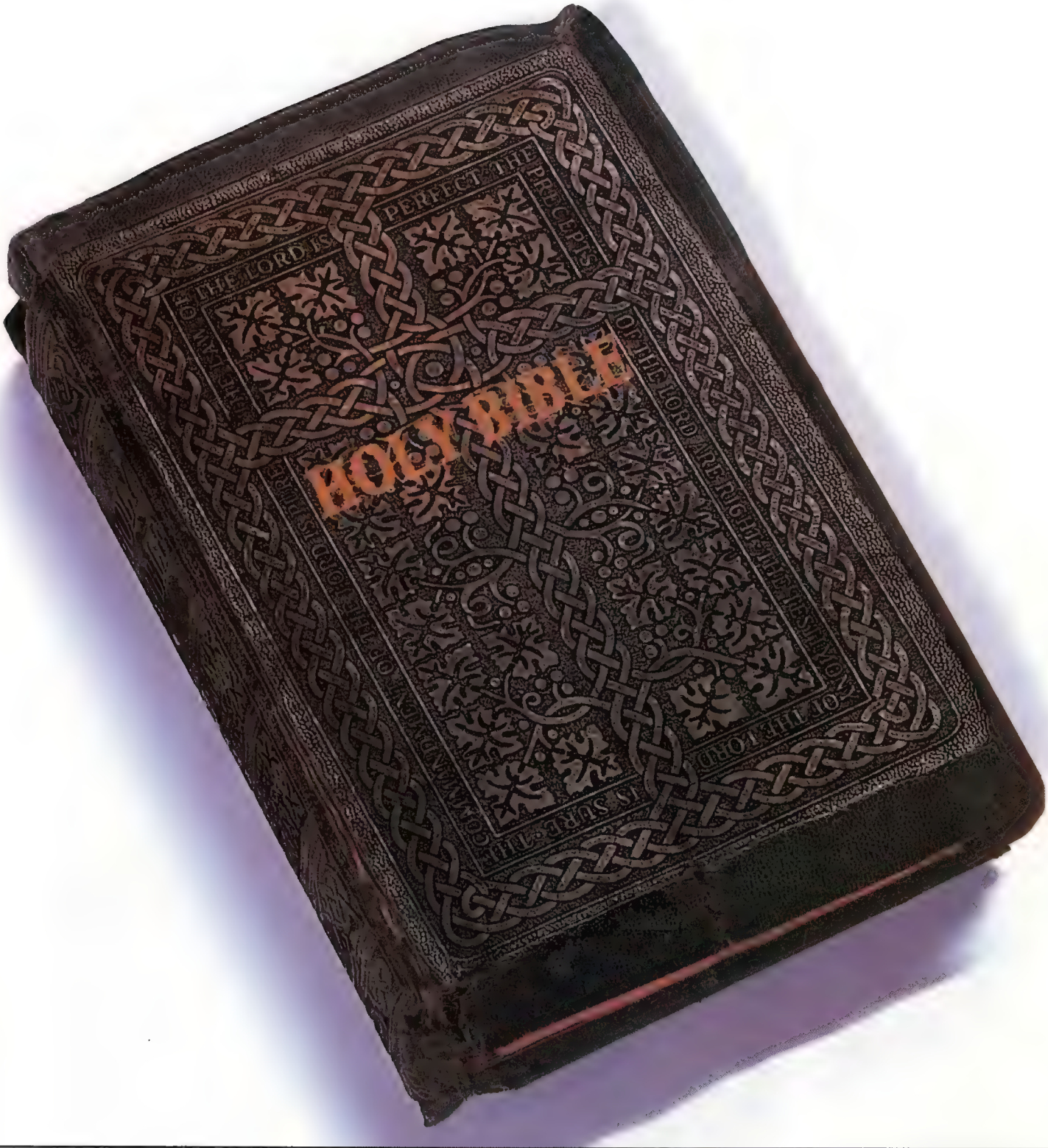
ESPN hockey analyst Bill Clement hosts the festivities and offers his match-up chart before each game.

RATINGS

8	GRAPHICS
7	MUSIC & SOUND
7	INNOVATION
3	GAMEPLAY
3	REPLAY VALUE

OVERALL **40%**

This is a Bible.



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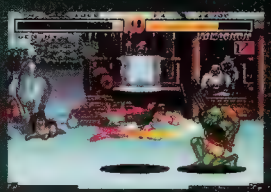

Go back to the end of the 18th century when fighting was for dignity and honor. When style and form was of importance. Of course you don't have to play like that though. Cutting an opponent in half is half the fun. Through the intense graphics and sounds of Sega CD, you'll really think you're back in Feudal Japan!

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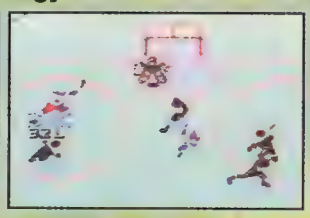
TRICKS AND TIPS

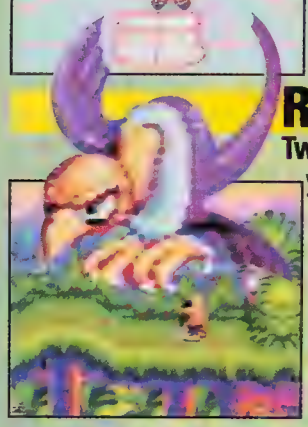
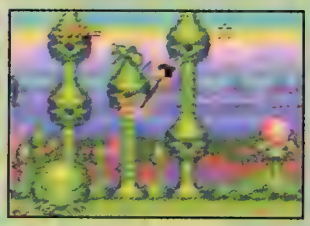
NHL '95

Don't be a dumb puck! Hit the ice with our high-sticking strategy!



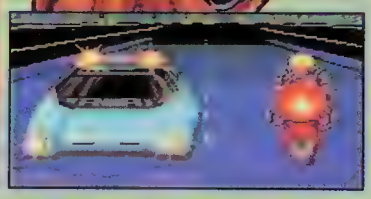
RISTAR

Twinkle, twinkle, little star! With our heavenly hints, you're gonna go far!!!

SNATCHER

Our cunning clues can't be duplicated!



SUPER PUNCH OUT !!

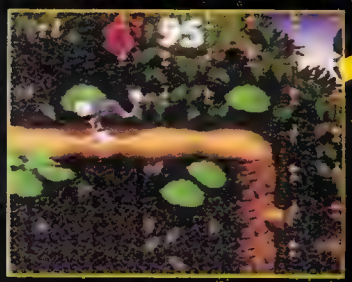
You could be a contender! Just keep your gloves up and rely on our clobbering clues!

X-MEN

We give you the power! Will you use it for good — or evil?

STRATEGIES FOR

Animaniacs 114



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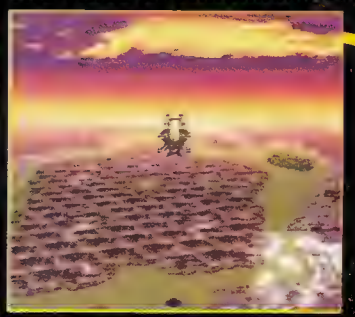

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X-Men 88
Young Merlin 114

SNATCHER

VICTORY FROM DEFEAT!

We smash the Snatchers with Part Two of our strategy!

We haven't seen Jeff Lundrigan since he ran from the office screaming, 'The Super Insectors! They're everywhere! Get 'em off me! Get 'em off me! Aaargh!'

Reviewed: 8#1, Score: 80%

When last we left Gillian Seed, he had uncovered evidence pointing to a Snatcher within the ranks of the Junkers themselves. The evidence pointed to someone named 'Benson.' But did that mean the Junker's engineer, Harry Benson, or worse, the Chief of operations himself, Benson Cunningham?

Racing back to Junker HQ, a million questions run through Gillian's fevered head. Who could the traitor be? If he figures out who it is, can he bring himself to shoot down someone who looks like a friend? How much longer can he put up with Metal Gear? Is he ever gonna score with Mika? These questions and more are answered in Part Two of our total coverage. **GP**

INFO

SEGA CD

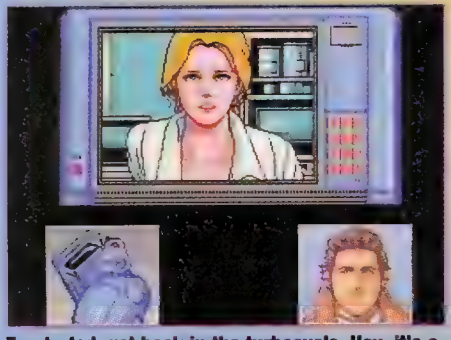
PUBLISHER	Konami
DEVELOPER	Konami
SUGG. RETAIL	$59.99
GENRE	graphic adventure

BACK TO HQ

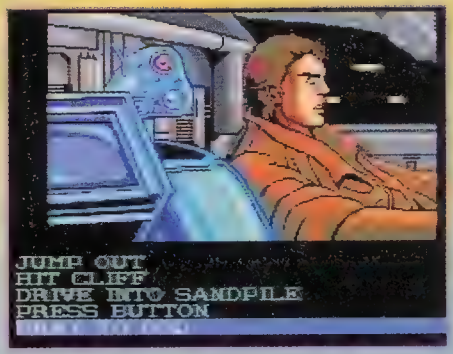
There's no future for you!

After meeting Napoleon at Outer Heaven, race back to HQ. Talk to Mika about the patient record you found, then ask about Harry and the Chief, then find out all you can about the Kyoto Summit.

Next, you have to search through Harry's room, then the Chief's. Unfortunately, you find only a little evidence in both rooms. Not much help here.



Frustrated, get back in the turbocycle. Hey, it's a call from Jamie! She tells you about the secret underground section of Queens Hospital. Sounds like a lead. Let's go!



Unfortunately, someone has sabotaged the brakes on your car! Run through every single option until the 'Pray' command appears, then try the command that prayer brings you.

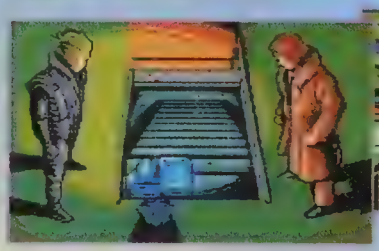
Fortunately, Random shows up, so you won't have to depend on divine intervention. A few hair-raising minutes later, you're safe on the back of Random's bike, while the turbocycle gets smashed to bits! Say, did you have any insurance?

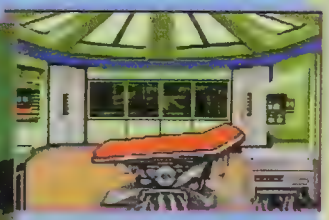
THE OLD SWITCHEROO!

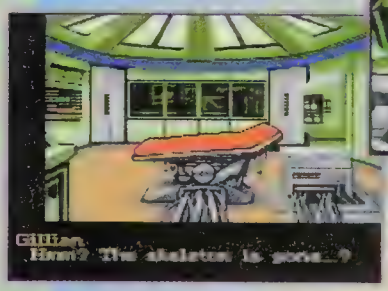
Things start to add up!

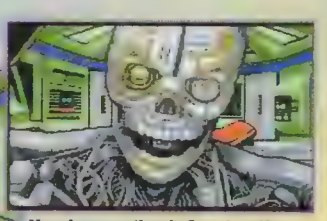
Inside the hospital, go back into room three. Look at and investigate the rails next to the desk, then the trophy on the desk to open the passage to the secret basement.

Downstairs, you find only two switches behind the reception desk. Hit switch one and enter the room.



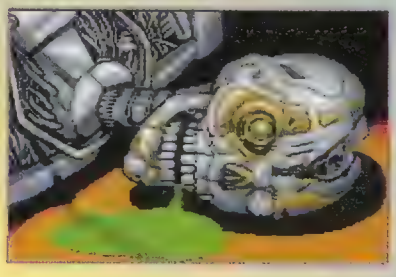


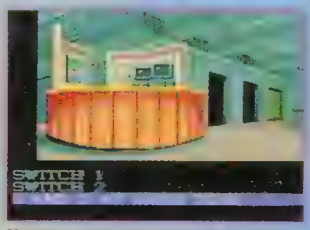




You have a 'Look Over' option on the menu. Use it, then examine everything in the room, then look everything over again — and, uh, be ready for action.

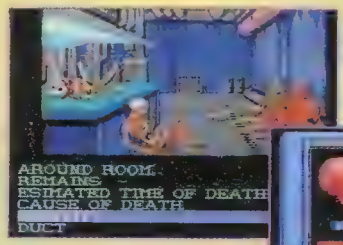
Once you've taken down the Snatcher, your job in the room is done. Leave.





You've got to thoroughly examine both room one and two, then go back to the reception desk. By investigating the switches again, a '1 and 2 at the same time' option appears. Hey! Room three is open!

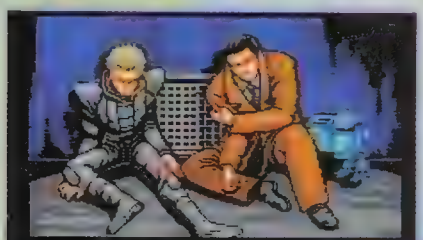
Ugh! Room three should have stayed closed! However, the remains of the hapless mortals can provide important clues — they were, let's face it, all snatched.

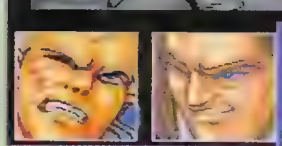


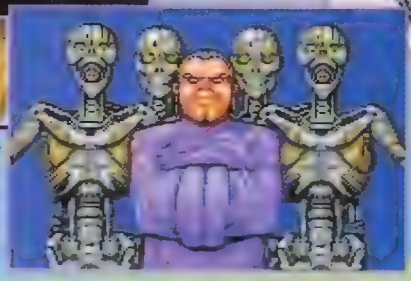
Make sure you check the grate at the back of the room...

...then begin looking at and investigating the remains. As it turns out, Metal Gear can reconstruct their faces from skeletal remains — handy thing to have around.

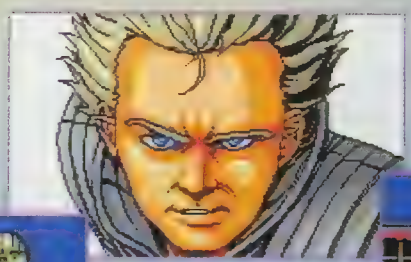
Oh my god! The Snatcher in Junker HQ has been identified, and the worst-case scenario just got even worse!







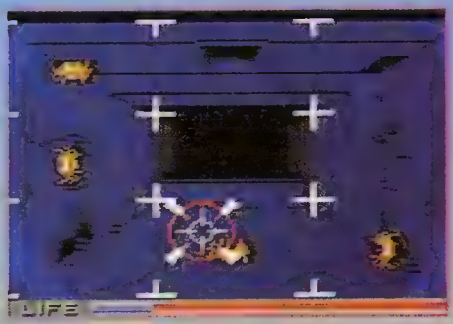
And it's worse because the bad guys have shown up. Led by the mysterious Chin Woh Oh, they're ready to fry you.



But then, Random has an idea. Good news for you, bad news for him.

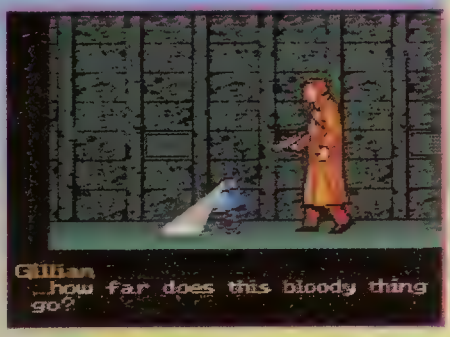
Still, if you decided to sacrifice yourself, the game would be over real quick, wouldn't it?

In the duct, turn on Metal's light, then go through and look at and investigate everything you can.



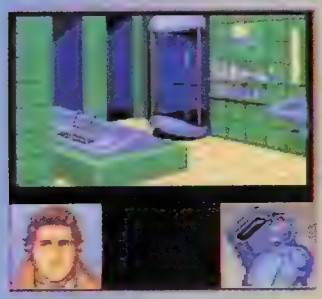
Oh, and by the way, there's a big swarm of insectors down there too, so, uh, keep alert.

With the insectors beaten, you can advance down the duct until you come to a tunnel. Make sure you 'Talk' about everything you can, and the tunnel ends.



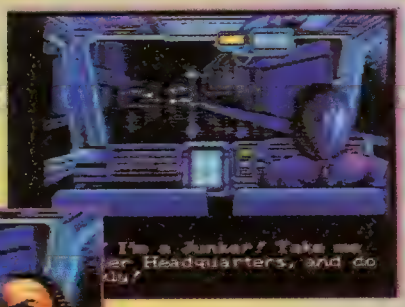
HQ HELL

Aren't things heating up a bit?



It turns out the Snatcher's tunnel comes up in the tub in Freddy and Lisa's apartment. Who knew? Make sure you check out the picture on their living room wall before you leave.

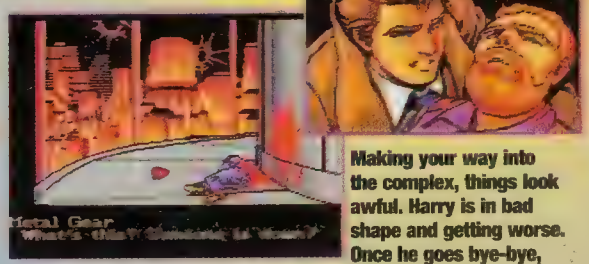
Outside the apartment, there's a taxi. Oh golly, how handy! Just keep insisting on your destination until...



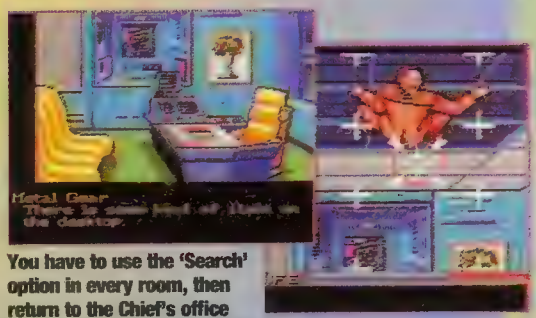
...Woh Oh! Time to get your blaster out again! Well, that's one way to avoid the fare.

Things aren't looking too good back at HQ! One more time, look at and investigate everything. Eventually, the Booth appears under the investigate menu.

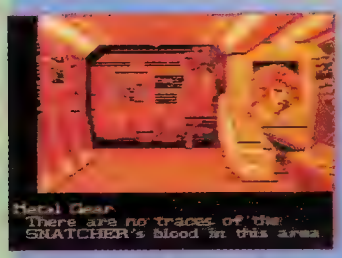
Metal opens the booth — Mika! Dazed but not dead, she tells you about the Snatcher sneak attack.



Making your way into the complex, things look awful. Harry is in bad shape and getting worse. Once he goes bye-bye, go to the chief's office and start your search there.

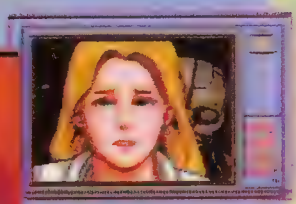


You have to use the 'Search' option in every room, then return to the Chief's office and take a gander at that little spreading pool of blood on his desk — yee-ha! More action!



Now you've got to go through the whole rigamarole all over again, this time searching everywhere for blood. When you've looked everywhere, head back to the front.

Aw geez, a hero's work is never done. Get your gun out and blast the snatching scum as it zips in from the side, but for god's sake, don't hit Mika!



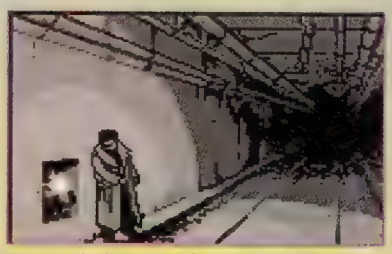
The aftermath is a little depressing, but nowhere near as bad as the call you're about to get from Jamie. Then some plot happens, and the chapter ends. When you think about it, you realize you should have stayed in bed.

THE PAST COMES BACK

Hey, who the hell am I?

OK, just when you thought your day couldn't get any worse... The Kyoto summit is in less than three hours, and they're most likely going to deal with the Snatcher menace by dropping a nuke on Neo Kobe.

To try and pinpoint their location and avert disaster, you instruct Metal Gear to reveal everything he knows about you and your past. Man, you're gonna feel old when he's through.

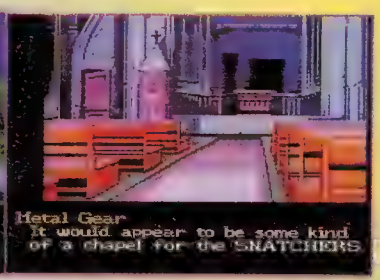


By using the slim clues you've put together, you manage to trace the Snatcher HQ (trust me, it ain't that hard. If you make a wrong choice, you simply get to try again).

Before leaving, say good-bye to Mika. You know, Mika's kinda cute...

CHURCH OF EVIL

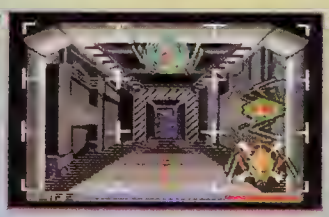
Let us prey!



By now, you should know the drill — look at and investigate the building and area to get the 'Go Inside' option, then do the same with everything inside to get the 'Continue Back' option.

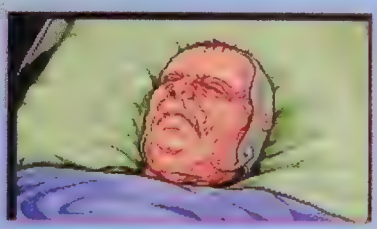
Once you've thoroughly looked through the snatcher storage and incubation rooms in back, Metal takes off to try and convince the Summit to use a localized particle beam instead of a nuke. Good luck. You continue on.

Look out! The Super Insectors come bounding out like frogs hopped up on double espresso. There's no advice I can really give here, but if you've got a pad with a turbo button, it helps.



Not again! More Snatchers. Still, after the horror of the Super Insectors, these guys are a piece of cake.

And behind door number three... Whoa boy! Not so fast with that popgun!



At this point, there's not much more for you to do. You've found Jamie, and the oldest man in the world, who somehow is the key to this mystery. From here on in, watch and enjoy. Later folks!

You, too, can be a Mutant!

It's easy with our X-Men Mutant Apocalypse strategy!

Reviewed: 7#12, Score: 80%

Taking on the dark mutant overlord Apocalypse may not sound like the best way to live a long life, but the future of all mutant-kind may depend on your fast reflexes and leadership in this hot new game from Capcom. Professor X's telepathic scanner Cerebro has located the morphing menace and his legions of soldiers on the small island nation of Genosha. Unless you can find your way through the madman's host of traps and allies, anti-mutant sentiment all over the world could erupt, leaving thousands of innocents dead. Your invasion plan puts each member of your team onto a different assault path, one that uses their skills to the maximum benefit of the team. But if you expect to bring all of your team through this battle alive, you need to know every one of their special powers and weapons. This is where we come in. This guide gives you all the info you need to free your brothers and protect humanity from the wrath of Apocalypse. GP

She hadn't danced for a long time, but when Karie Ward performed the Apocalypso, she brought down the house!

SNES

INFO

PUBLISHER	Capcom
DEVELOPER	Capcom
SUGG. RETAIL	$60-$70
GENRE	action/fighting

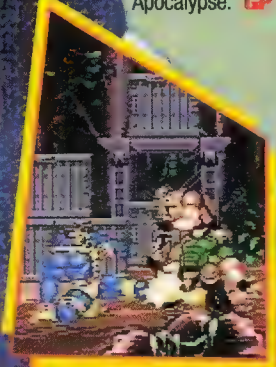
CYCLOPS

Here's looking at you, kid!

The leader of the X-Men is also the game's best all-around player; no great weaknesses or strengths. Hence, Cyclops relies very heavily on that optic blast — and so should you.

The crescent kick may not be much to look at, but it works if the enemy gets in too close.

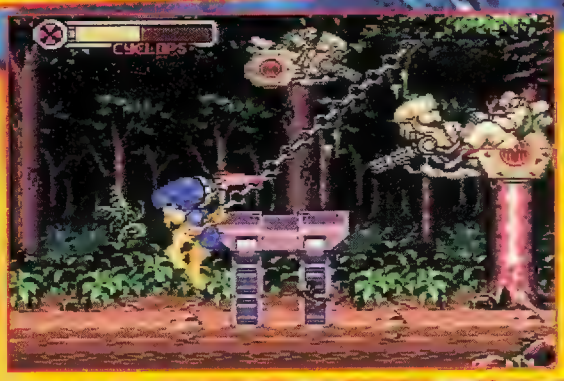
The crouch kick is pretty slow, so use it only as a last resort.



Unlike the other kicks, the slide attack does come in handy. If the enemy makes it past your projectiles, slide in fast and follow up with the crouch kick.

Cyclops' main weapon is, of course, his optic blast. The only way to win here is to practice and perfect this move.

Avoid being hit by bombs and bullets by doing the blast from a crouching position. Yes!

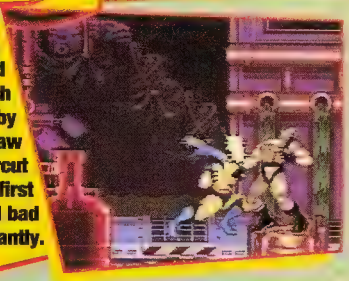


The flying optic blast is harder to do, but it's a must for fighting multiple or airborne bad guys.

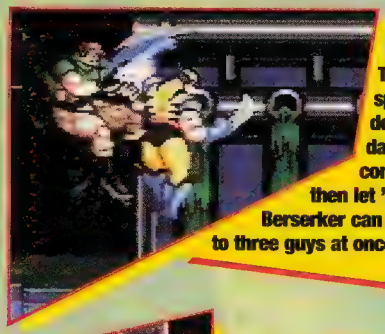
WOLVERINE
The Claw Master!

Wolvy's not the strongest or quickest character, but with those adamantium claws, he can slash his way through most any situation. Go ahead, don't be shy...

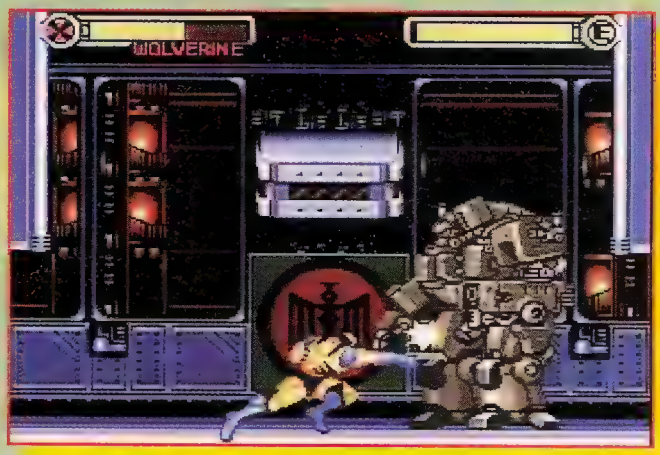
Wolverine is one of the strongest characters, so go ahead and let the opponent come in close.



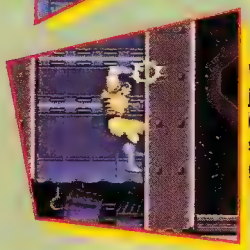
The forward slash followed by a claw uppercut kills first level bad guys instantly.



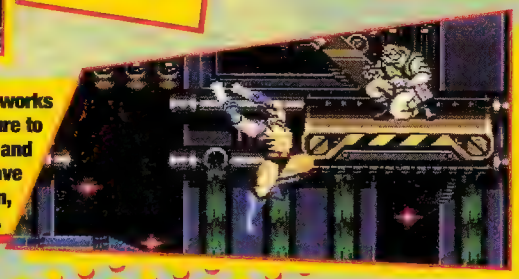
The 'berserker' special move does the most damage. Let 'em come to you, then let 'em have it — Berserker can take out up to three guys at once.



Wolverine is also strong enough to charge his way through without taking much damage. Try the running/claw move used repeatedly — just don't run off a ledge.



Who needs fancy jumps anyway? Just climb the walls and slash anything that gets in the way.



The flying berserker works great, if you're sure to connect. If you jump and miss the mark, you leave yourself wide open, so beware.

PSYLOCKE
The girl's a real kick!

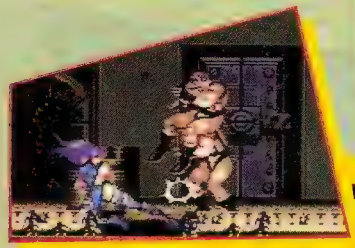
She appears to be the token female, but the not-so-little Miss Betsy Braddock is actually one of the game's strongest fighters. She holds her own in psychic or unarmed combat, so whichever you prefer...

Psylocke is best at hand to hand, so jump right in. The psychic knife does devastating damage and works on multiple enemies.

The flying knee is a tricky move and isn't really that helpful. It's handy in a pinch, but don't waste too much energy on it.

The flip kick not only downs your opponent, but pops him back away, giving you time for any number of combo follow ups.

Here's a great cheat — the spin kick is a full 360-sweep you can do over and over and the enemy always falls for it! It takes more time, but it does the trick with absolutely zero damage to you.



What Psylocke lacks in brute strength, she makes up for in speed! If you get cornered or surrounded, do a quick slide and get away.

Psylocke works best on the ground, but if you're forced to retreat or jump, come down with the neck cracker — it does fair damage and gets you safely back in position.

GAMBIT

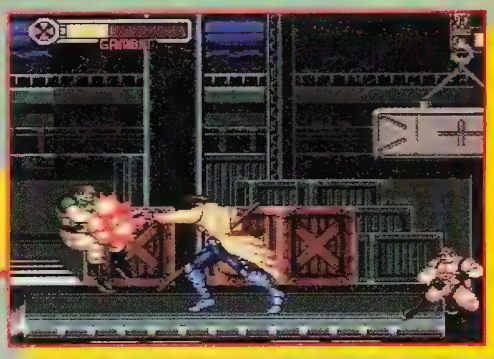
Dealing from the bottom!

Gambit is by far the quickest character with the most versatile attacks and weapons, but steer clear of hand to hand combat — he takes a tremendous amount of damage and inflicts almost none.

Make the most of Gambit's weapons and speed and don't ever let the enemy in close. Even the basic staff punch keeps you safely out of harm's way.

The jumping staff move is great if the opponent gets by your cards — don't wait for him to get close enough to hit you.

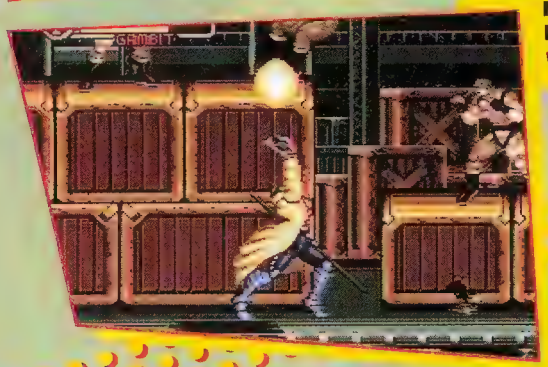
The double kick is another move that looks good but isn't too helpful, so don't waste your time.



The triple card throw is best when dealing with multiple enemies. It doesn't do any more damage than the single card, but it's a sure hit.

The card throw is fast, easy, and effective and travels the full distance of the screen. Perfect it and use it often.

Gambit's best card trick is that he can throw it straight up and straight through barriers. You never have to jump or leave yourself open if you just walk along and attack from below.



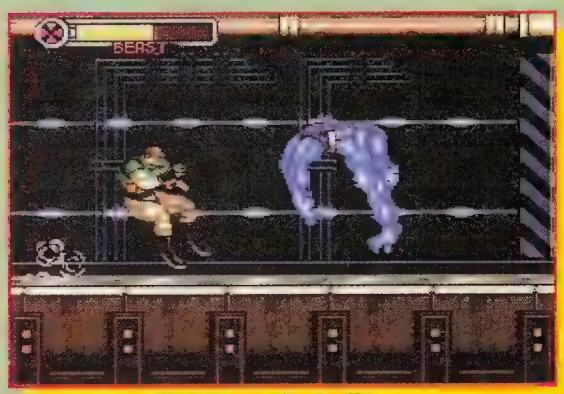
BEAST

Slow and steady!

Beast is unmatched in sheer, brute strength. On the flip side, however, he's slower than a snail in glue, so stand your ground — or ceiling — and fight. The real McCoy likes it best up close and personal anyway...

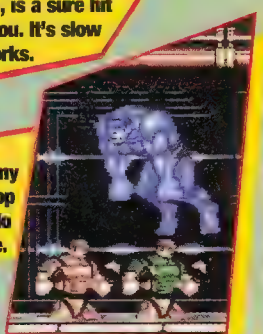
Beast is the slowest but strongest character. You have to let the enemy get in close, but hey, all it takes is one hit.

Use the charge as often as you can, but only when you're sure to connect. Otherwise, you leave yourself dazed and open to attack.

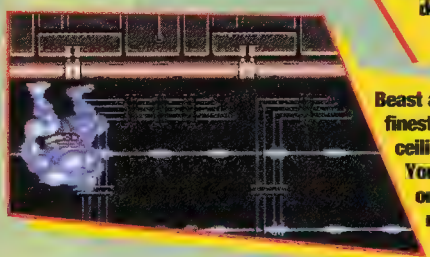


The somersault kick is only effective if there are bad guys on both sides of you. You're better off with a simple punch the rest of the time.

The crouching punch, like Psylocke's sweep, is a sure hit with no risk to you. It's slow going, but it works.



Once the enemy is in range, drop down and do a bounce.



Beast at his finest — the ceiling walk! You can't outrun or outjump anyone, but this simple move takes you out of danger immediately and sets you up for a great combo.

NOW YOU'RE ON FIRE!

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Star Light, Star Bright... Our RISTAR strategy helps you shine!

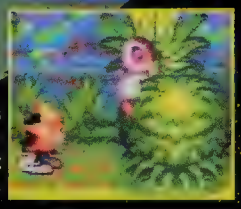
*No one knew that **Jonathan Gagnon** would go supernova and collapse into a dense, X-ray emitting black hole!*

Reviewed: 8#2, Score: 79%

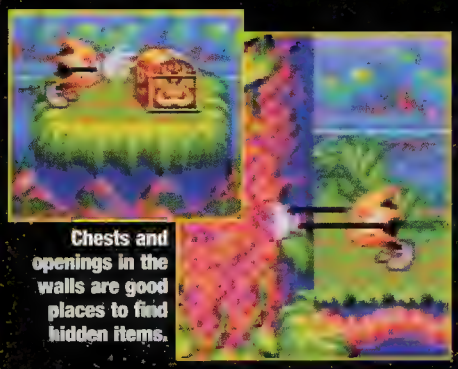
Who would you call upon if a power-hungry, greedy megalomaniac decided to take over your planet, enslave all the people, and hold your father for ransom? Personally, I think I'd call in the United States Marines, but those guys don't exist in this particular part of the galaxy. So the plucky denizens call out for Ristar, the star-shaped hero of the same-named game. Sega's newest mascot has some new tricks up his rather long sleeves that are gonna help him defeat the evil Greedy. So let's get started. Everybody sing! 'Twinkle, twinkle...' **GP**

PLANET FLORA

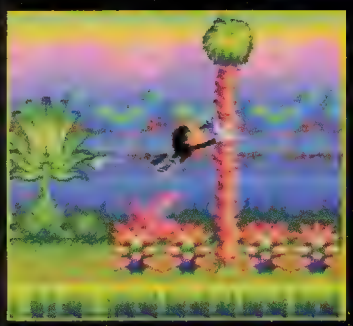
CHECK OUT THE BUSH!



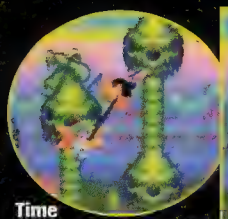
Search the bushes for any hidden enemies that might pop out at you.



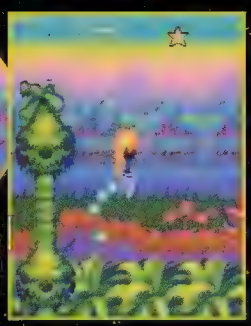
Chests and openings in the walls are good places to find hidden items.

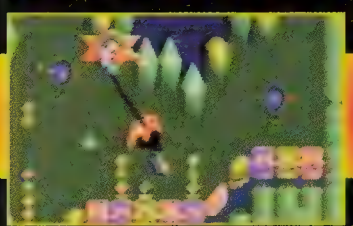


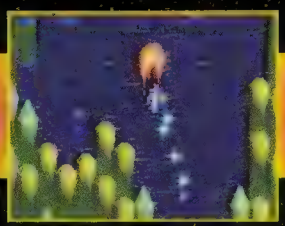
Use the tree to swing over the deadly spikes.



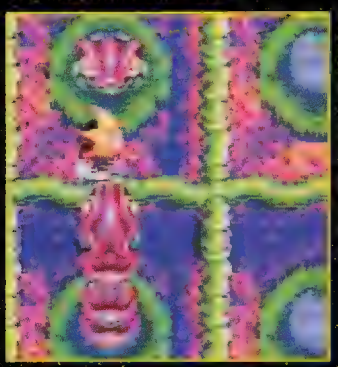
Time your release from the bar just right to gain maximum height.



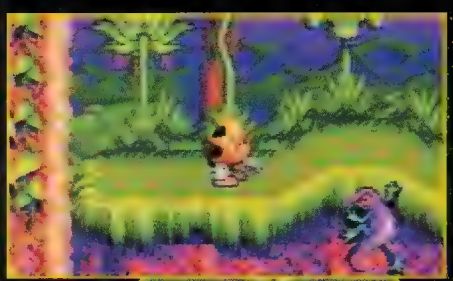




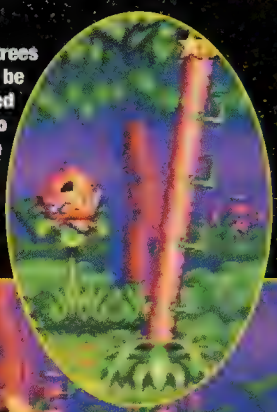
In the bonus round, immediately move to the right or left as you release from the bar.



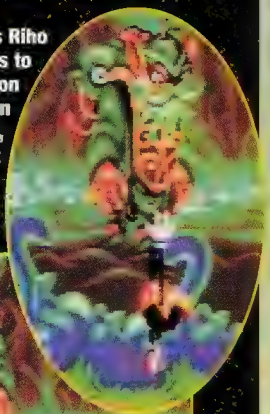
Position yourself under the snake's head so that you deliver the maximum number of hits.



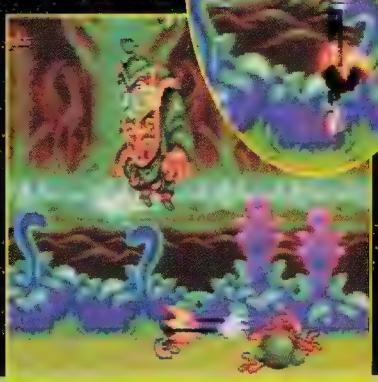
Some trees can be knocked down to form bridges in the Dark Woods area.



You need to grab boss Riho and hit him three times to make the creature on his back fall off. When the creature falls, quickly hit it and it returns to Riho. Keep doing this until he is defeated.

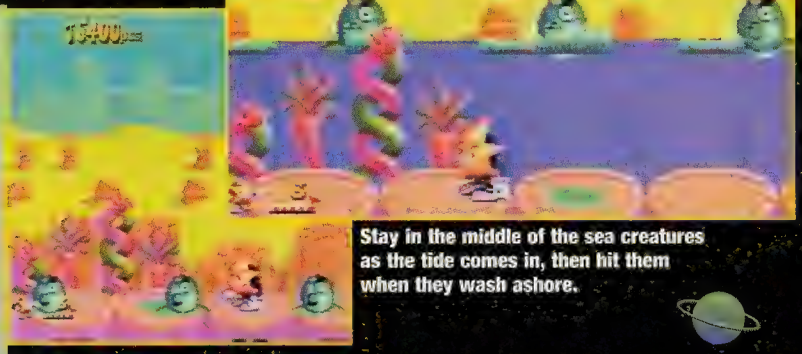


Move close enough to the lizard so that when it pops into the air you can grab it.

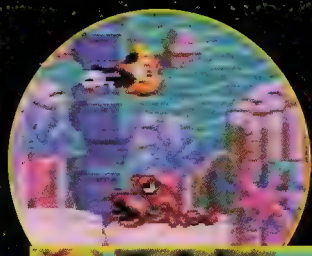


PLANET UNDERTOW

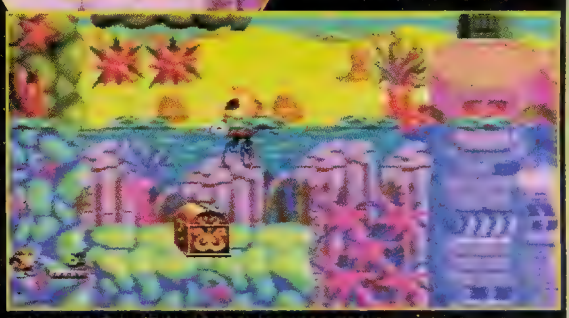
HOW LONG CAN YOU TREAD WATER?



Stay in the middle of the sea creatures as the tide comes in, then hit them when they wash ashore.

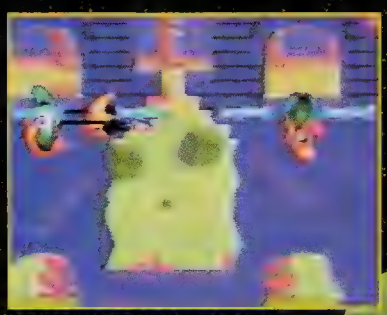


Stay above the sea floor so that the jumping lobsters don't hit you.



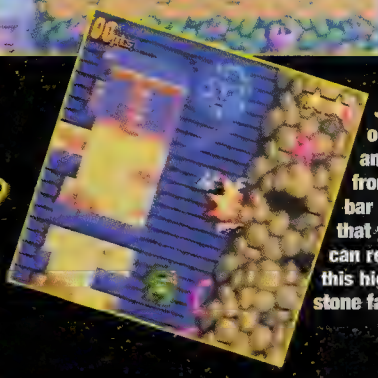
When you fall off the ledges be prepared for the spikes below.

Quickly put the fan out of commission before it blows you into the spikes.



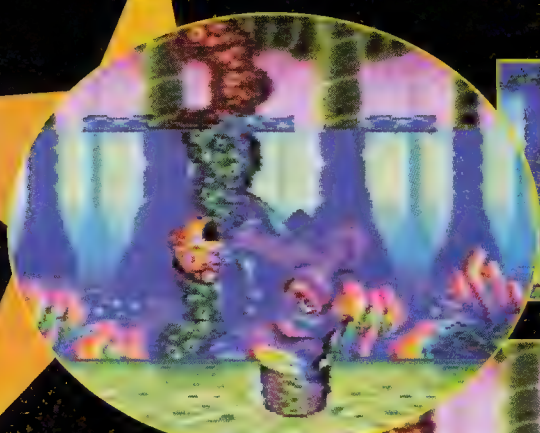
As the water is rising, destroy the evil sea horses before they fully materialize.

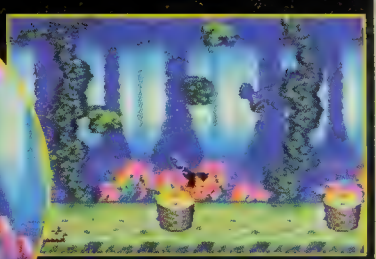
In the Lost Palace, destroy the round stone faces to open the gates.

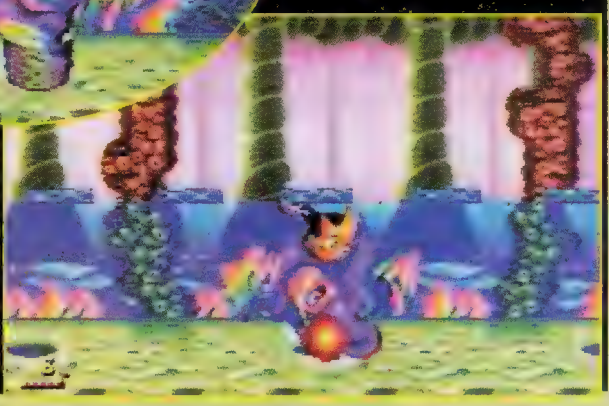


Jump out and up from the bar so that you can reach this high-up stone face.

You must hit the squid three times while avoiding the bombs coming out of his shell.







Hit Ohsat when he swims in the open while dodging the fallen boulders. Keep doing this until all the corks on the ocean floor are uncorked.

PLANET SCORCH

THERE'S A HOT TIME IN THE OLD TOWN TONIGHT!

Swing off the ledge and strike the buzzard while in the air. If you miss he dumps you into the flames.

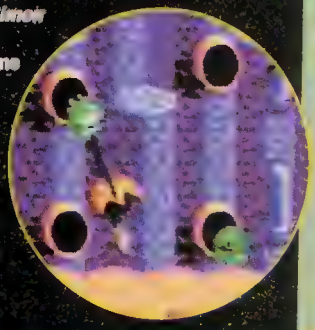
Use the small Ristar to activate the cages.

Keep grabbing the wall until you reach the ledge with the chest.

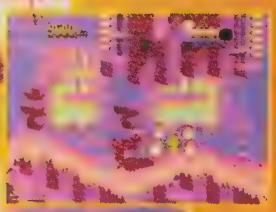
UNDER FACTORY

CAN YOU DIG IT?

Remember the *Simon* game? Well this screen is the same concept except you have to memorize the sequence at which the enemies pop out of the holes, then destroy them in that order.

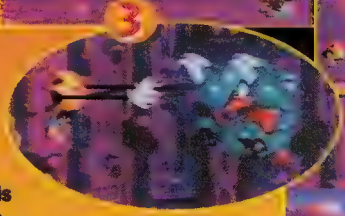


Jump out of the basket and into the next one before you reach the flames.



Jump over this enemy instead of grabbing him.

Beat this villian to the bomb so he cannot detonate it.



Stay clear of the center of the screen when you see Adahan Fall digging into the ground. When he pops out, jump over his flames in order to reach him. When you began to fall, keep a watch where he appears in order to move away from his attack. After enough hits, Adahan Fall's armor breaks apart exposing a little runt of a boss.

BrainDead 13 starring Fritz... a bizarre comedy, horror, action-adventure

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PLANET SONATA

MUSIC HATH CHARMS...

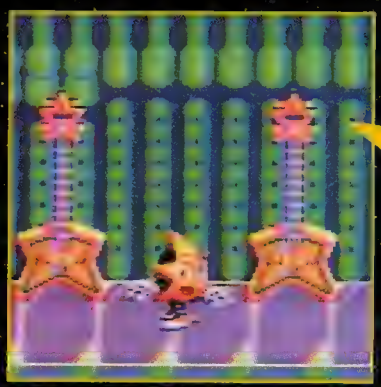
Use the claws to move your metronome across the screen.

Throw the metronome onto the spikes, then grab the bar to swing over them. When you reach the other side, grab the metronome that you threw onto the spikes.

Hit the head of the giant bird as it pecks at the ground.

Put the metronome into this hole, but make sure there are no enemies above or they steal it.

It takes three hits to destroy each giant bird. The best way to take them out is start with the one on the left and then move to the next one.



Move to the right as the dancing guitars start to rise from the ground. Eddie Van Halen's got nothing on you!

INFO

GENESIS

PUBLISHER	Sega
DEVELOPER	Sega
SUGG. RETAIL	$60-65
GENRE	action

JURASSIC PARK

UNDER NEW MANAGEMENT.

What'dya think, they'd just die off?

WRONG. This time the dinosaurs own the park. And there are tons of them — literally. Including those too nasty for the big screen.

And guess who gets to go in and play Mr. Ice Age...We'll give you the weapons, you do the rest.

Oh, and one more thing: It's been a year since "the attractions" have had a really good meal.

Enjoy your visit!

T. Rex is back—along with a dinosaur population that actually multiplies while you play!

The devious BioSyn Corp. has come to snag Dr. Hammond's cloning research—and they'll stop at nothing to get it!

BioSyn commandos, greedy geneticists, flame-throwing engineers, Raptors, Spitters, Pterodactyls ...It's war, man, war!

JURASSIC PARK™

PART 2: THE CHAOS CONTINUES

ocean

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SUPER NINTENDO GAME BOY

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PUCK YOU!!!

SCORING BIG IN NHL '95

The NHL banned him for checking referees, the Ice Capades banned him for checking Dorothy Hammil, and the bank banned Mike Salmon from checking, period!

Reviewed: 7#11, Score: 95%

The players are striking, but EA's still putting out its annual updates. For those who have played the first three EA Hockey titles, you know there's always a way to score at will. *NHL '95* changes all that. The tougher goalies and stingier computer defense make it necessary for some real hockey strategy. The strategies I give you hold true no matter what team you're on and whether you are playing against the computer or a friend.

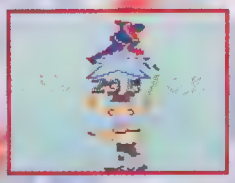
I've put together all the X's and O's, now all you have to do is execute the plays. **GP**

D-FENCE

Offense wins headlines, defense wins championships!

In hockey, if you don't play D, you don't get the puck. So here are a few tips to sharpen up your defensive skills so you can keep the puck. After all, the other team can't score if they don't have the puck.

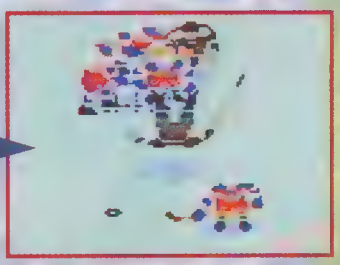
The best time to deliver a crushing check like this is between the blue lines.



If you see an opponent trying to skate into your zone, a welcoming like this makes him think twice next time.

This fool has plans on getting past your blue line.

Meet him right at the line and deliver a fierce check.



When your teammate meets you there, it's sandwich time! Ouch!

TAKE HIM OUT!

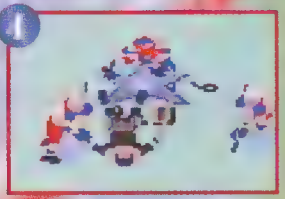
And we don't mean to dinner!

Whenever you play defense, you have to recognize the scorer on the other team.

Yep, that's Wayne Gretzky. Just select a hard-hitting defenseman and get a good deal of speed built up.

Now level that little wuss and introduce his butt to the ice.

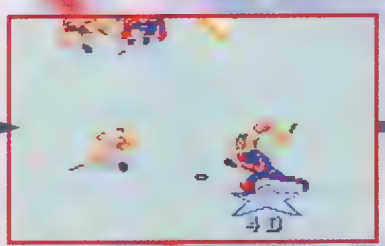
Nothing prettier than seeing the other team's best player lying motionless on the ice. It's worth every minute of the penalty.



PLAYIN' THE LANES

Like playing on the freeway!

If you're not in position to lay 'em down with a devastating check, then go for the pick.



Skate towards the puck handler, then get between him and his buddy.

If he makes the pass like this, you've got the pick. If not, then at least there's only one player on your goalie instead of two.

INFO

GENESIS

PUBLISHER	Electronic Arts
DEVELOPER	High Score
SUGG. RETAIL	$60-$70
GENRE	sports

They're past your blue line and headin' for the net. Just position your defender between the two to take away the passing lane.

Now stay on that path and head for the puck handler with your stick out.

Even if you don't get the hit in, you leave them with no chance for a goal. It takes a little practice and thinking, but it works.

GOAL SCORING GLORY!

Enough of that defense junk, it's time to score!

The keys to a good offense are puck control, passing, and awareness. Once you start seeing the passing lanes instinctively, you're on your way to many lopsided victories. Also of note, when you're editing your lines, make sure to have your best scorer at center and your fastest players on the wings (left-handers at left wing and left defensemen and vice-versa).

CLASSIC MOVES

An oldie but a goody!

In the first three NHL games, this move assured a sure goal. Although it's not a sure goal in *NHL '95*, if it's done perfectly it works most of the time.

When you're in the clear, take your player towards the goal on an angle like this.

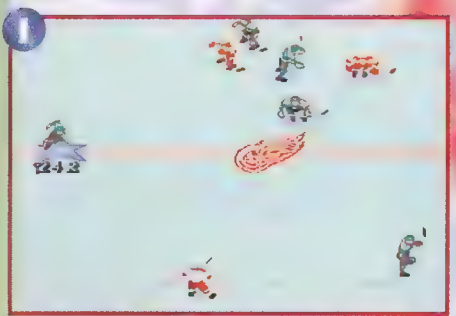
Get right to the middle of the goal like this.

Now flip the puck to the other side of your stick and fire for the corner.

Sirens scream and you're on the board. This move works from either side of the net, but not all the time.

BREAKING OUT!

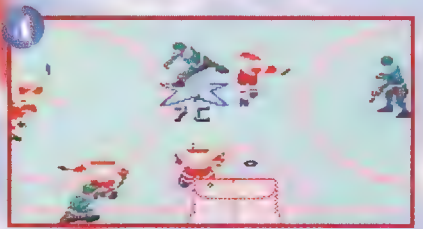
It's a jailbreak!



Get the puck into a speedy wing's hands and race down the sideline avoiding checks. Be sure to recognize who you have to pass to.

Cross the blue line and head for the corner, where you have several choices. Center it for a one-timer, pass it behind the net, dump it back to a defensemen, or go for shot yourself.

Easiest goal here is a pass to center, right down that sweet lane you've created.



Now shoot a one-timer towards the far corner. (Note: a good scorer never misses wide, but a poor one misses every once in a while)

Cha ching! Count it! Unstoppable and beautiful! That's hockey at its finest.

MAKING LANES!

So what's the Zamboni for?

The defense has cut off all your lanes, but no one's coming after you. Instead of putting up a weak shot, work around and create a lane.

Take off behind the net and see if you can squeeze in a wrap-around.

The wrap-around is covered, but no one is coming for you yet, so don't put up that ugly shot. Remember, shoot to score, not just to shoot.

Patience pays off as this lane opens up.

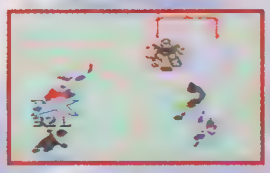
Spot the lane, make the pass, and fire a one-timer for the opposite corner.

Precision pays off as you slice a shot past the awestruck goalie. Beautiful!

CENTER IT

Right down the middle

If you spot an opening like this on your way to the corner, go for it.



Make the pass, one-time it to the corner, and...

Score!!! There's no stopping it — dissect the D like an earthworm in Biology class.

You spot a teammate racing for the net, but the defenders are in the way — unless you can squeeze a pass between 'em.

Through the defenders and onto the blade.

Punctuate it with a flick to the corner. Gutsy pass, easy goal.

THE POWER PLAY

Just like the Electric Company

Control the puck and get all five players in the zone, now reverse the puck.

You now have a lopsided situation, four offensive players and two defensive on one side of the ice.

Three passing lanes and a four on two! Work it for another goal!

SOLO MOVES

You're on your own

No passing lanes and you're all alone — cut to the back of the net.

Skate behind the net and sometimes one of the defense's own players screens the goalie like this.

Come out and fire for the same corner and you've found yet another way to score.

IT WILL TAKE
YOU
A MILLION
LIGHT YEARS
FROM HOME

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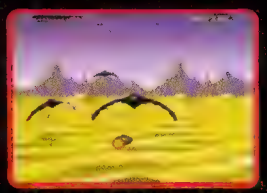
BUT WILL
IT BRING
YOU BACK?

BATTLE RA'S
MORPHING HENCHMEN!



DESERT DOGFIGHT IN
A STOLEN GLIDER!

O'NEIL HEATS UP THE
PALACE GUARDS!

FIREFIGHT IN THE
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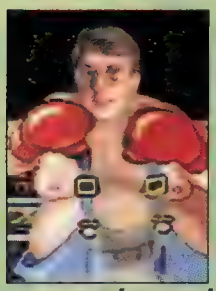
The Thrilla in Your Villa - Round 2

Don't be KO'd by SUPER PUNCH-OUT!!



After injuring three editors in a demonstration of Heike Kagero's mirage dance, ***Doug Brumley*** *was put on indefinite suspension and fined heavily.*

Reviewed: 8#1, Score: 90%

Hope you're in shape, kid, because we've got plenty of work ahead of us this month. What, you don't remember me? I think you've taken too many shots to the head — I'm your manager and cornerman. I'm the one whose sage wisdom last month got you to this point, remember? I've been scouting the guys in the World Circuit and they look pretty tough, but I think you've got what it takes, kid. If you behave, I'm gonna give you a few hints for the Special Circuit, too. **GP**

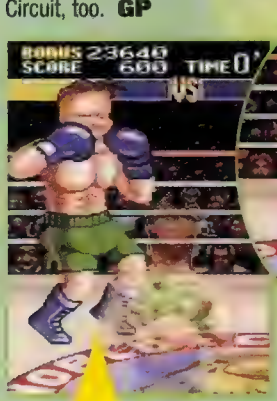
WORLD CIRCUIT

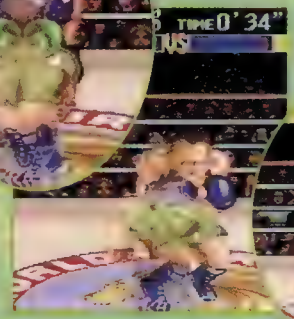
Around the world in a daze

Aran Ryan

Key Punch — left body

KO punches have a big effect on Aran. Once you deliver a KO shot, he gets angered and attempts to drain your power by grabbing your gloves. Keep him away by giving him a left shot to the body once he turns around and makes a small hand movement.





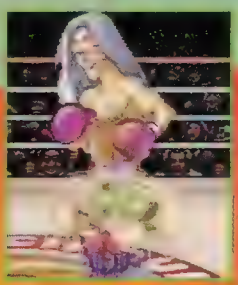
When Aran retreats, he's preparing to pepper you with a flurry of quick punches. Weather the storm by blocking low, then high repeatedly. When he crouches for a big punch, dodge and attack. Once he revives from his brief stupor, he repeats the punching pattern.

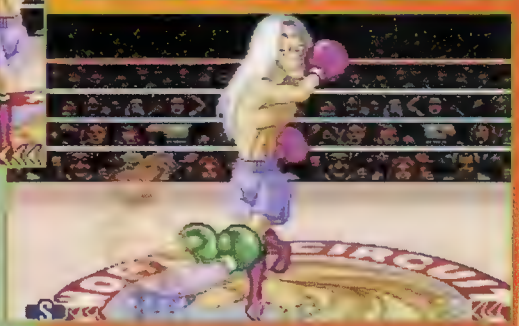
Heike Kagero

Key Punch — left jab

Heike uses his full head of hair to his advantage. Once you see his hair begin to swing, dodge to the left to avoid the first sweep, then duck to avoid the second pass. Now he's just asking for a whoopin'.

You never know what Heike's going to do once he stops his hypnotizing mirage dance. Rapidly throw left jabs (your fastest punch) as he's dancing and you can often stop him in his tracks. If you miss him, be prepared to dodge a few punches and counter.



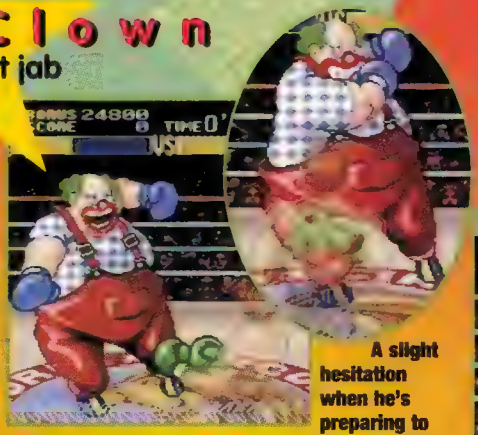


Block high when he performs his quick back-and-forth dance. He delivers several successive high punches, then winds up for a bigger shot.

Mad Clown

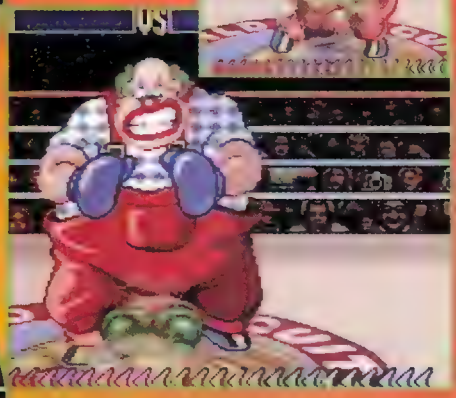
Key Punch — left jab

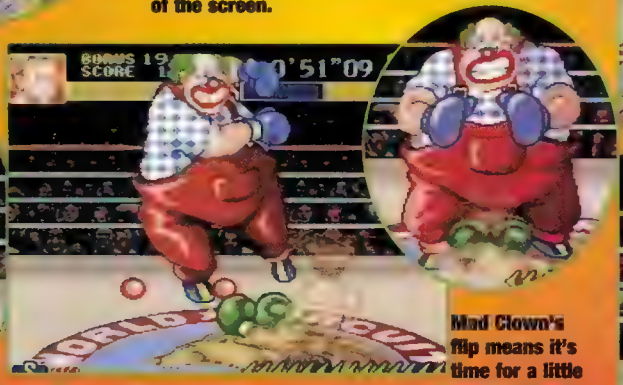
Like Bear Hugger in the minor circuit, Mad Clown is affected by body shots only when he's pulling on his suspenders.



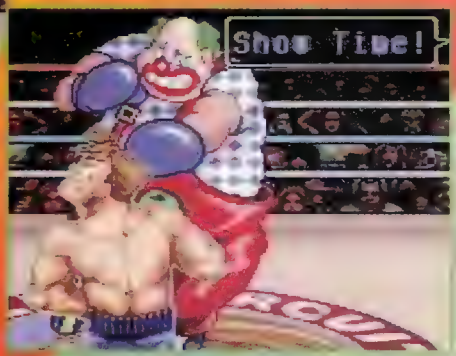
A slight hesitation when he's preparing to slap allows you to safely dodge to the other side of the screen.

When Mad Clown bobs his head back and forth, get ready to duck or he sandwiches your skull and tosses you like a rag doll.





Mad Clown's flip means it's time for a little dodgeball. He retreats to the far ropes to throw three series of juggling balls — you've got a second or two to read whether you need to dodge right, dodge left, or stay in the middle. As soon as the last series passes, duck to avoid another head clamp.



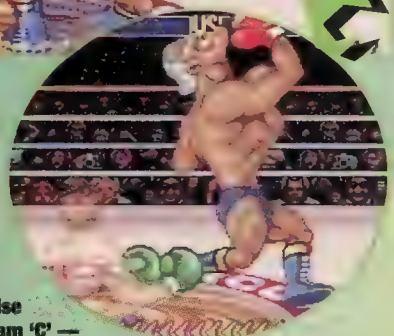
Once you've knocked the clown down twice, he comes back with increased intensity. Dodge his shots and stun him with your quick left jabs.

Super Macho Man

Key Punch — left body

Exercise Program 'A' — Super Macho Man delivers a series of high punches that can be blocked by guarding high (up on the directional pad).

Exercise Program 'B' — When his trainer gives this command, Super Macho Man delivers three quick body blows that can be blocked by guarding low.



Exercise Program 'C' — This is the most vicious of the exercise regimens. You need to time your dodges precisely to avoid all three of his quick uppercuts.

Steer clear when Macho Man's fist starts vibrating — he's gearing up for a huge haymaker swing. If you can successfully duck the punch, you can counter to inflict some much needed damage. But be careful because he doesn't always stop with one swing, and executing the timing on six consecutive ducks can be quite challenging.

SNES

INFO

PUBLISHER	Nintendo
DEVELOPER	Nintendo
SUGG. RETAIL	$60
GENRE	boxing

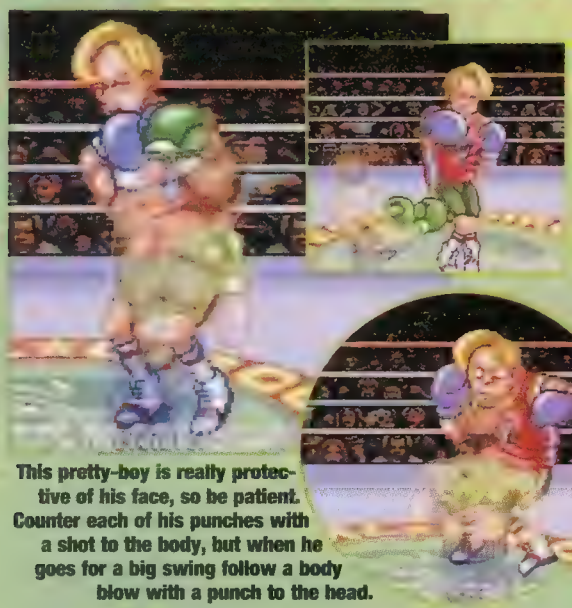
You coulda been a contender

You fight real good, kid. Your 4-0 record in each circuit means you get a chance to match up against the big boys. I'm gonna get you started with some strategy for Narcis Prince, but I'm gonna leave the challenge of conquering the top three fighters to you. I think you got what it takes. May the force be with you or somethin'.

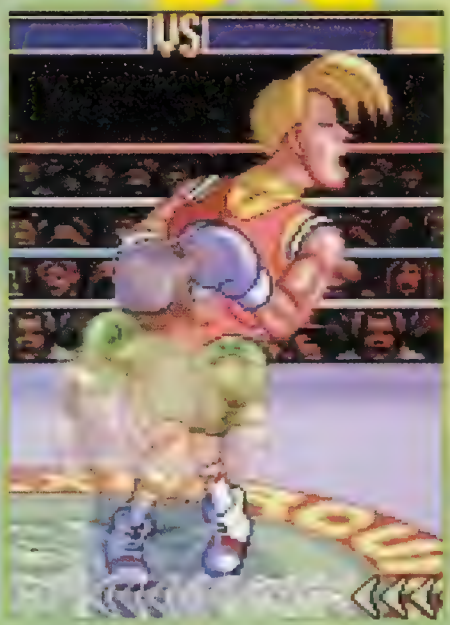
SOMETHING SPECIAL

Narcis Prince

Key Punch — right body



This pretty-boy is really protective of his face, so be patient. Counter each of his punches with a shot to the body, but when he goes for a big swing follow a body blow with a punch to the head.

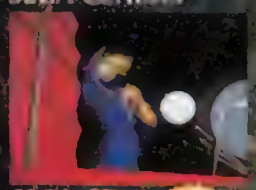


Once you hit him in the face, the prince becomes a bit flustered and backs off. He returns much angrier but is so intent on revenge that he leaves himself wide open after throwing punches. After a while his cornerman convinces him to return to his senses.

A blinking fighter is never a good sign, and in the prince's case it means block high.

BRUTAL

Paws of Fury



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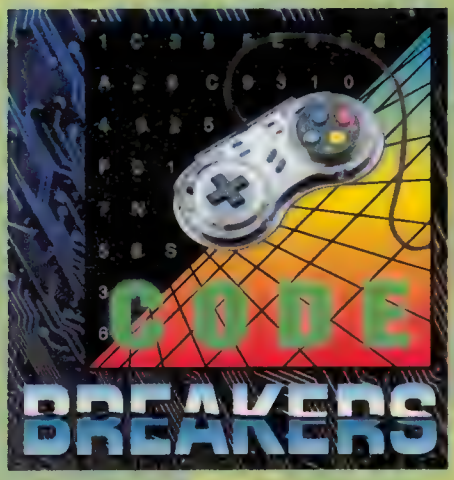


He thought he'd seen it all — dinky codes that would change the color of your video game hero, 16-bit codes that would speed your character up — but his first 32X code made Mike Salmon a god!

Our first ever 32X code is in and it makes you a heavily armed God. Wow, that's a step up from those silly 16-bit codes. As we move forward to the next generation of gaming, one thing will remain constant — codes. Codes aren't dying with the 16-bit platform — they're only going to get bigger and better. And you can bet Codebreakers is gonna bring you every last code and we're gonna do it with the same panache and grace that we've always had.

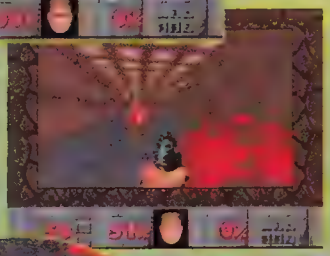
The codeline is constantly full with great codes, but I'd like to hear a little more personality. I listen to about 50 messages a day about the same basic code, so throw in something that strikes my demented sense of humor as funny and I will officially dub you a Code Donkey! Yeah, that's 'cuz you're not afraid to make an ass of yourself! Peace!!!

Mike

DOOM
Sega for 32X

X-stacy!
The 32X version of *Doom* comes complete with the usual God and Ammo codes, found in the PC version. You need a six-button controller to do 'em. Once you've got one, you won't be doomed again.

At any time during play, press Pause, X, Z, Mode, and Up at the same time.

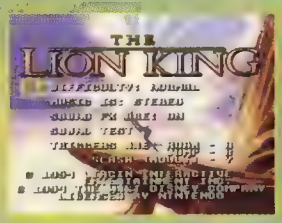


The big white eyes signify your Godliness.

Press Start and press Up, A, C, and Mode. You have all the weapons and ammo, including my personal favorite, the shotgun.

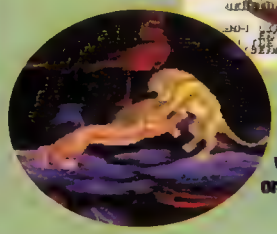
THE LION KING
Virgin for SNES

Lion Codes!
The Lion King is an excellent and tough game, but with this code you can take Simba wherever you like without fearing death.



At the options screen press B, A, R, R, Y — the first name of the game's lead programmer and the first name of the Detroit Lion's leading rusher.

This hidden menu appears and you can make Simba invincible and skip to any level.



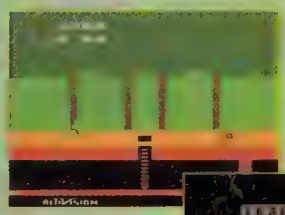
Start the game right at the evil Uncle Scar and, with the invincibility on, it's an easy win.

PITFALL
Activision for Genesis and Sega CD

The Pits!
Can't get anywhere in *Pitfall?* With these codes you're sure to see more jungle and less death.

Enter all codes at this options screen.

Press A, B, Up, C, A, C, A to receive maximum weapons, so you can boomerang your opponents to oblivion.



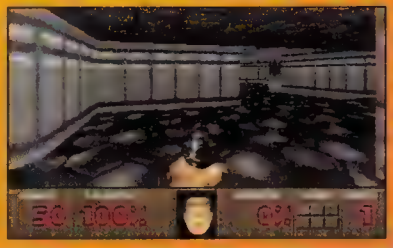
Press Down, A 26 times, and Down. If your fingers still work, you go directly to the 2600 *Pitfall.*

Press C, Right, Down, C, Right, Down, C, Right, Down and you go directly to the credits.

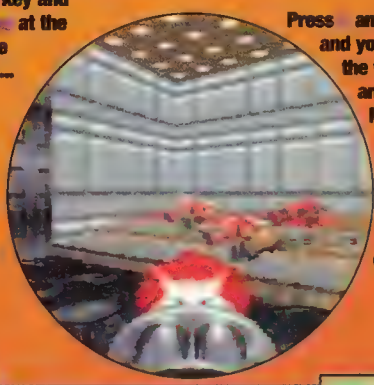
Code Monkey of the Month

Matt Picur of **Schamburg, IL**, took his oversized Jaguar control pad and pressed the buttons until he became God. For that worthy knowledge, Matt gets the glamorous title of Code Monkey and all the fruits that come with it. He's an instant star, gets the red carpet treatment, is the envy of all his friends and gets an Ascii Pad for his Genesis. Well done!

Press the key and at the same time...



Come back as God, white eyes and no damage taken.



Press and and you have all the weapons and ammo. Now you can mow 'em down with this chain gun or the chain saw.

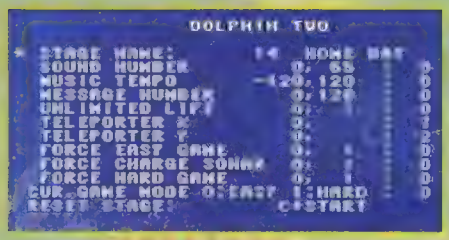
ECCO 2 — TIDES OF TIME

Sega for Genesis

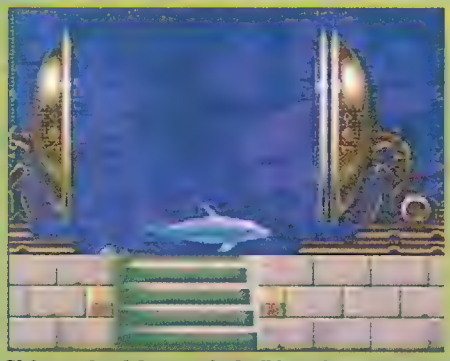
Fishing with Power!

Use this debug menu to help Ecco avoid the tuna nets and conquer all the underwater evil.

Pause the game when cute little Ecco is facing the screen like this.


DOLPHIN TWO
STAGE NAME: 14 NONE BAT
SOUND NUMBER 0: 65
MUSIC TEMPO -120: 120
MESSAGE NUMBER 0: 120
UNLIMITED LIFE 0:
TELEPORTER X 0:
TELEPORTER Y 0:
FORCE EAST GAME 0: 1
FORCE CHARGE SONAR 0: 1
FORCE HARD GAME 0: 1
CUR. GAME MODE 0: EAST 1: HARD
RESET STAGE: C+START

Now enter A, B, C, B, C, A, C, A, B and this secret debug mode magically appears.



Pick your level, become invincible and waste some fish. It's OK, 'cuz they don't have any feelings.

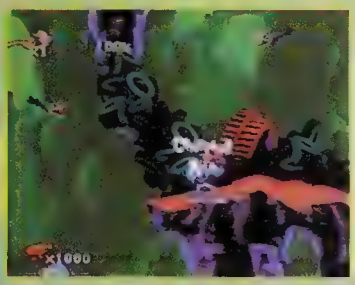
EARTHWORM JIM

Playmates for Genesis and SNES

No More Fish Bait!

Don't get dangled from the end of fishing rods any longer! With these squiggly codes, you can be a rebel worm without a cause and finally get somewhere in this tough game.

Add a continue by pressing A, B, A, B, X, Y, X, Y for the SNES or A, B + L, A, B, A, B, C, A for the Genesis.



Get 1000 rounds of bullets by pressing A, B, B, B, C, A, C, C for Genesis or A, B, B + L, B, X, A, X, X for the SNES.

1. To get a powerful plasma shot press C, A, B, C, A, B, A, C for the Genesis or A, A, B + L, A, A, X, B + L, X for the SNES.

2. Get an extra worm by pressing B, B, A, X + Y, A, A, A, A for the SNES or B, B, C, C, A, A, A, A for the Genesis.

Game Genie Codes

Galoob for Genesis

JURASSIC PARK: RAMPAGE EDITION

Galoob for Genesis

A4PQ-CA5W	Grant is invincible.
DB84-GA8T	Infinite lives for the Raptor.
RFET-G6T0	Raptor Rage happens with just a little bit of Lysine.

Game Genie Codes

Galoob for SNES

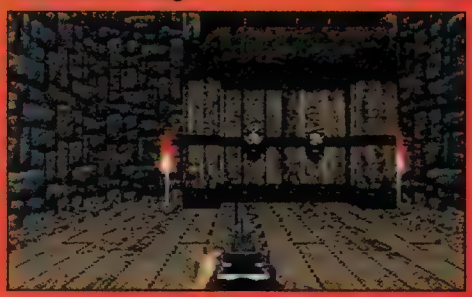
SAMURAI SHODOWN

Takara for SNES

0D94-7401	Start with 1/2 energy
4D94-7401	Start with 1/4 energy
4F53-74A4	Start with 33 sec. on timer
DFE1-876D	One hit will max out a character power meter

Press the number of the level you want to go to and pause at the same time to skip levels. For example, and puts you here.

For use + + . For example, level 15 is + + You're here, now do some damage.



For use + + . For example, for the final level, press + + and you're ready for the final challenge.

READER TIPS

MARKO

Domark for Genesis

Soccer to me!

Mark Westin of **Austin, TX**, sent us a complete list of passwords for the ever cute *Marko*.

Level 2 - HAUNTING
Level 3 - RSVNKE
Level 4 - GUNGETNK
LEVEL 5 - ECTOPLSM
LEVEL 6 - JAWS
LEVEL 7 - GARAGE
LEVEL 8 - TRAFFIC
LEVEL 9 - ELF
LEVEL 10 - KRUSTY
LEVEL 11 - BARREL
LEVEL 12 - CRABTREE

SAMURAI SHODOWN

TAKARA FOR SNES

Boss Show!

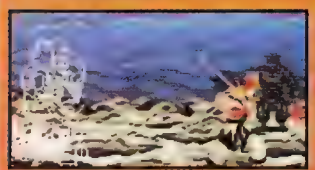
Allen Steiner of **Vallejo, CA** sent us a code to play as Amakusa Shiro Tokisada, but he didn't stop there — he also sent a list of all the moves.

TAKARA

At this screen press and hold A, Y, X, and then B. If done correctly, you hear Amakusa's voice.

Now enter either VS or Countdown mode, then press L and R at the same time.

Now you're The Man and you can pull off the Dark Thunder by pressing A, Y, X, and B at the same time.



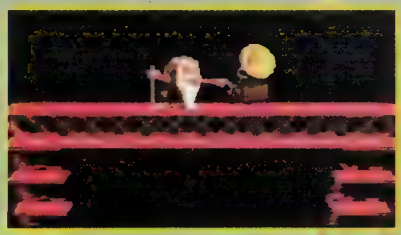
To pull off this Warp forward press B, A, Y, Down. Do it backwards by pressing the same thing with Up instead of Down.

DONKEY KONG COUNTRY

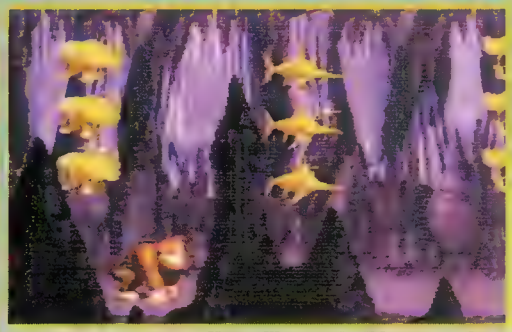
Nintendo for SNES

Do A Dyddy! Dyddy dumb dyddy do!

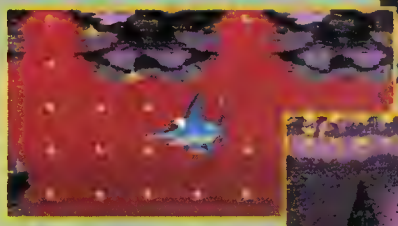
This *DK Country* secret gives you a planet full of apes. You can earn up to 99 extra lives, which are sure to make your banana hunt a little easier.



At this screen press Down, Y, Down, Down, Y (DYDDY, get it?).



You will come to this cave, where you can enter the bonus levels.



Collect the Rhinos, Fish, Frogs or Ostriches and collect the statues for extra lives.

At 99 apes, you can't earn any more so go play the game. You have no more excuses not to win.

GIVE US A HAND

You've gotta be a real game addict to discover those secret tips and tactics — that's why we're so smart. But we want every game code we can get, and we can't do it all on our own. We're giving away a T-shirt for the best reader tips and you get your name in print, too. So if you've discovered a cheat, get it down on paper and get it in the mail to us at: Codebreakers, *Game Players*, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA 94010 or call Mike at the Cooking by dialing (415) 259-5945. Remember, this isn't a free call, so get your parent's permission before calling. See ya!

YOUR GOLDEN OPPORTUNITY

We wanted to reward you guys for your killer codes so we spoke to the guys at ASCIIWARE to persuade them to give away one of their cool controllers to our Code Monkey of the Month. This month's main monkey is **Matt Picor**, from **Schaumburg, Illinois** who scores a controller for his 'you-too-can-be-a-God' *Doom* codes.

If you wanna be a contender for Code Monkey of the Month, remember to include the system you own and the controller you want to win (from those shown alongside) along with your codes. Sorry, blanks not needed.

What a cool controller! The Fighter Stick takes the pain out of getting through those games!

Now there's no reason for you not to send in your codes! The ASCIIPad is the ultimate in handheld action!

PETER PARKER NO MORE...WEDDING OF SCOTT & JEAN...THE PHALANX ATTACK...SAVAGE HULK IS BACK...GHOST RIDER REBORN...SPIDER-CLONE RETURNS...JEAN GREY VS. SABRETOOTH...FIGHTING CHANCE...FALL OF THE HAMMER 2099...SCARLET SPIDER VS. VENOM...SUICIDE RUN...MYSTERY OF CENTURY...STARBLAST...

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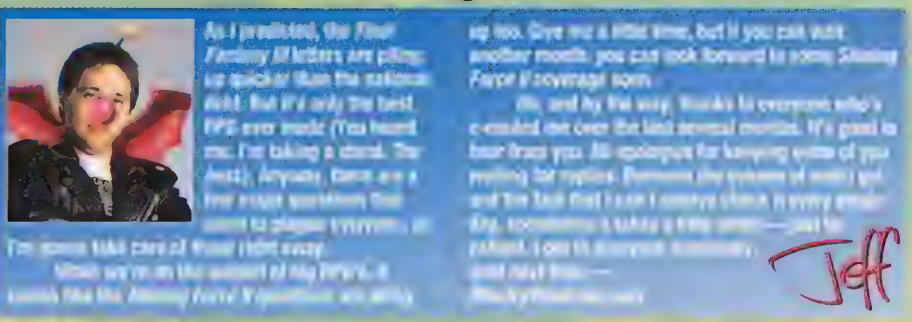
FEBRUARY
1995
STORM
'95 FLAIR
MARVEL ANNUAL
THE MOST COLORFUL EVENTS OF LAST YEAR ARE HERE!

The game cart swayed back and forth on top of the burning gas storage tank. 'Top of the world, Ma!', it screamed, as it emptied its revolver. Then Jeff Lundrigan blew its brains out.



FINAL FANTASY III

Square Soft for SNES

I have a few questions.

1. I still can't find Locke, or Relm's Grandfather, Strago. Where are they?

2. I've found the Ice Dragon in Narshe, the Dirt Dragon at the Opera House, and the White Dragon at the Fanatic's Tower. Where are the other five?

3. In Darril's Tomb, there are three sets of letters that you have to put in order and carve on an empty gravestone. How does the order go?

Please give me a helping hand.

Jeff Falcon
Sanford, ME

Okey dokey.

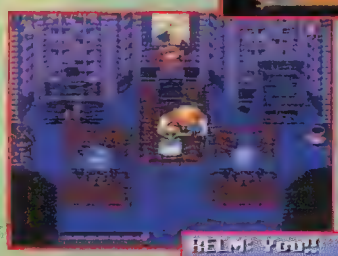
1. Locke is at the bottom of the Phoenix Cave, which can only be reached by airship. Look for a donut shaped mountain north of Tzen, and try landing in the hole in the middle. Your party has to split into two groups. One group explores for a while until they can't go any farther, then looks around for a switch of some kind which lets the other group continue on. Alternate between groups until you reach the bottom, where Locke is.

In Owzner's house in Jidoor, try to climb the stairs, read the book that appears, then light the lamp at the bottom of the stairs.

Strago is walking around outside the Fanatic's Tower, but you have to find Relm first.

Check out Gestahl's picture — twice...

...then check out the lady's painting to find the door.

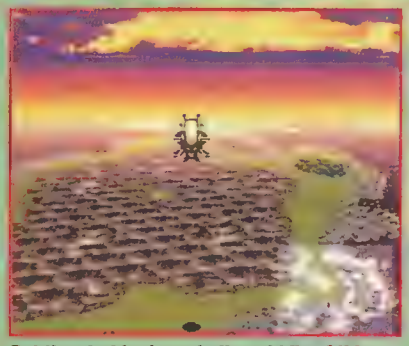


Down in the basement, you find Relm. Be sure to grab the Magicite in the bookcase, then leave.

Put Relm in your party, then head for the Fanatic's Tower. Relm wakes up Strago. At this point, head for the Phoenix Cave, because you're not ready to tackle the Tower yet.

Go back to Owzer's house in Jidoor, try to go up to the gallery and a book appears. Read the book, then turn on the lights at the bottom of the stairs. Examine the painting of Emperor Gestahl twice, then examine the painting of the lady. You're attacked by Dahlings, and after defeating them, a door appears. There's a whole section of Owzer's house behind the door, and a bunch of paintings to defeat, but eventually you find Relm. With her in your party, return to the Tower. Strago wakes up and rejoins you.

2. Everyone seems to miss different dragons. Here are all eight, roughly in the order you should find them —



Put the airship down in the middle of this circle of mountains to find the Phoenix Cave. At the bottom is Locke, the Red Dragon, and the esper Phoenix.

Storm Dragon — It's on Mt. Zozo, where you find Cyan. Just up from the save spot is a switch that opens a chest and releases it. When you beat it, you find the Force Armor.

Red Dragon — It's in the Phoenix Cave, just before you find Locke.

Ice Dragon — It's on the cliffs in Narshe, just before you reach the frozen esper. There's a save spot farther up from the dragon, and you may want to save there, then backtrack and take him on.

White Dragon — It's in the Fanatic's Tower, and you find the Pearl Lance once you beat it.

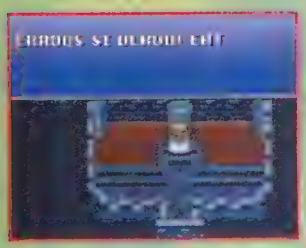
Blue Dragon — It's in the Ancient Castle. Go to Figaro Castle and get the old guy downstairs to take you back to South Figaro. The castle hits something underground, and you find a cave that leads to the Ancient Castle. There are a couple of secrets down there (make sure you talk to the guy in the library of Figaro Castle and jot down what he has to say before you enter the cave), but the Blue Dragon is there too.

Dirt Dragon — It's in the Opera House. It doesn't matter who you have fight the thing, but if everyone's wearing a Wall Ring and Cherub Down, so they're all shielded and floating, things go much easier.

Gold Dragon —The last two dragons are in Kefka's tower near the end of the game. The

Gold Dragon is on floor G2. Beat it, and you find the Crystal Orb.

Skull Dragon — This one's on floor G3. Beat it, and you find the Muscle Belt, and if you've beaten the other seven, you also find the esper Crusader.



In Darril's Tomb, arrange the letters as shown. They spell out something backwards, but it's not easy to tell.

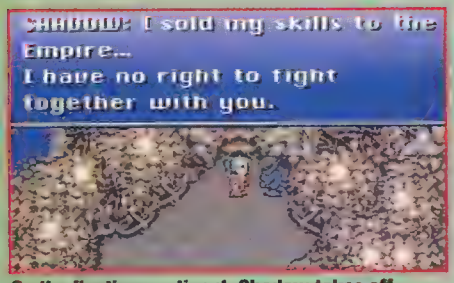
The tombstone will reveal a clue. The Experience Egg is a relic that that doubles earned experience — very cool.

3. The letters in Darril's tomb should go — WEHT DLRO QSSI ERAU, that is, 'The World is Square,' backwards, sort of.

AAAARRRRGGGHH!!! Help meee! Where did Shadow run off to? I already beat the stinkin' game, and found both of the hidden characters, but I can't find Shadow in the World of Ruin! Is he dead!

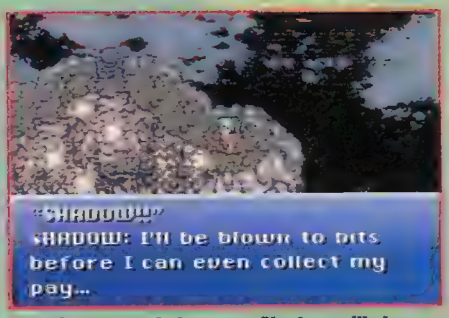
Nick Leaphart
Roebuck, SC

Well, yes. Most likely he is dead, because *you let him die, you scum!* On the Floating Island,



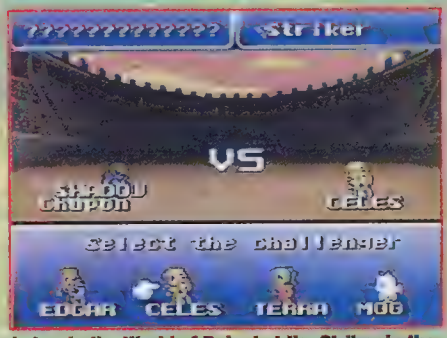
On the floating continent, Shadow takes off...

...but before you take off, wait, then back off, then move to the jump spot again. This time Wait For Shadow!

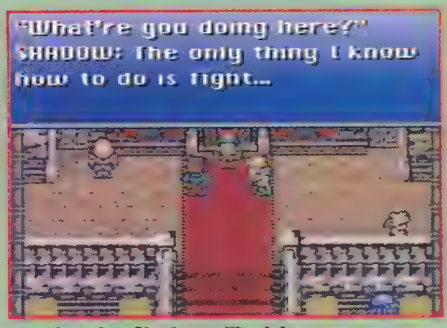


With four seconds to spare, Shadow will show up, and all of you will escape automatically.

just before the world is wrecked, Shadow declares that he's not worthy to fight with you and runs off. After you're done fooling around with Kefka, you've got a few minutes to escape the island before the whole thing falls apart. When you reach the spot where you can leap to the airship, select 'Don't jump,' then back up and try again. This time, the option, 'Gotta wait for Shadow!' appears. Now just stand and wait. Shadow shows up (with four



Later, in the World of Ruin, bet the Striker in the Coliseum — guess who you fight?



At this point, Shadow will rejoin you permanently. Bonus clue — try sleeping in different inns around the land with Shadow in your party.

seconds to spare) and all of you automatically escape from the island. If you don't wait, he is dead!

If he survives, you find him (instead of Relm) in the cave under the Veldt. You can't do anything about him for a while, so just leave him in Thamasa and head back to the Veldt to look for Gau. Later, go to the Coliseum and bet the Striker (which you found in the cave under the Veldt). You wind up fighting Shadow, and if you beat him, he rejoins you. I hope that casts some light on this Shadow business.

Somebody help me! I don't know what to do. Will you please tell me how to defeat the MagiMaster on top of the Fanatic's Tower? Every time I beat him he uses Ultima and kills me. Is there a certain group of characters I need? A certain spell? Help me!

Mark Jacobson
Jensen Beach, FL

Beating him isn't that tough. It may seem impossible, but check this out. Sure, he's got 50,000HP, and he can change his elemental weakness at will, but if you can fight your way to the top of that stupid tower, the Master should be a piece of cake. The only problem is that, yes, when he dies, his final act is to cast Ultima, and unless you've got something like 10,000HP, you're gonna die! The key here is Life3, which prevents you from being wounded, and which you can learn from the esper Phoenix. Just make sure at least one person knows the spell before you reach the MagiMaster, and that whoever knows it, uses it.

To beat the MagiMaster at the top of the Fanatic's Tower, make sure at least one character has learned Life3 from the esper Phoenix. At the start of the fight, cast it on every member of your party, then battle the Master with Earth-based spells. When he dies and casts Ultima, Life3 will revive your party. Pretty neat, huh?

Here's your party, back from the dead and ready to rock 'n' roll!

KEEP IN TOUCH

Send your game questions or any top secret tips — to Jeff at the usual address

Game Players
1350 Old Bayshore Highway;
Suite 210;
Burlingame, CA 94010

LUCKY'S Helpers

FINAL FANTASY III

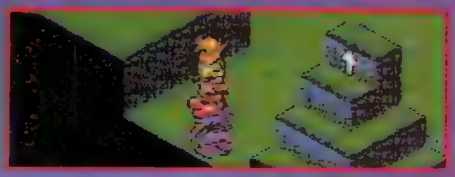
Squaresoft for SNES

I read your tip for beating Wrexsoul in the January '95 issue. I gotta tell ya that you don't have to go through all that trouble. Just cast X-Zone. I've done it twice against his little helpers and it hasn't failed once (so, I know I'm a little low on patience).

Andy Wright
Bowling Green, KY

Just goes to show you — sometimes figuring out the clues and being clever just doesn't work in the long run — once in a while, you've just gotta blast 'em.

LANDSTALKER



In response to your advice for Landstalker in the December issue, there is a much simpler way to get possession of the Iron Boots. In the room with the boots, just utilize the local taxi service by jumping from the steps, landing on top of one of the enemies, and letting him transport you to the platform with the boots!

Mike Furuli
Denver, CO

It's always so much better when one of you folks figures out a better way than the one the designers had in mind. Woo-hoo! Stick it to the man! It will cost some HP, however.

ANIMANIACS

Konami for SNES

I know how to get to a special coin stage. In the very first level, when you're standing around with the other two characters, the CEO (the frowning geezer) is there, and in the background is a blue pot with a giant plant growing in it.

This plant can be moved (as well as other things), so push the plant over to the very left until it breaks against the wall. A brown door magically appears. Stand in front of it and press up. 'Your coins await you, sir.'

Brent McIntosh
Waterloo, Ontario
Canada

Thanks also to Ian Lynch of San Jose, CA for sending in the same tip — on the same day even! *Synchronicity* is more than just the title of a Police album...

YOUNG MERLIN

Virgin Interactive for SNES

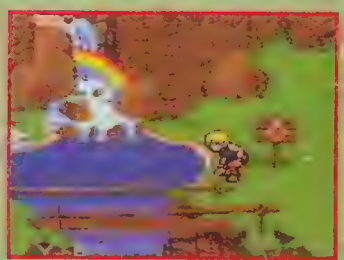
I'm in the castle you find after going underwater. How do you get past the fireplace? Please help!

Karl Urban
Bronx, NY

Karl's mother scribbled a PS at the bottom of the letter saying, 'Karl is eight years old. He insisted on writing this himself. Hope you can read it.' I could read it no problem, thank you. In fact, the penmanship was just fine — better than mine if you want the truth.

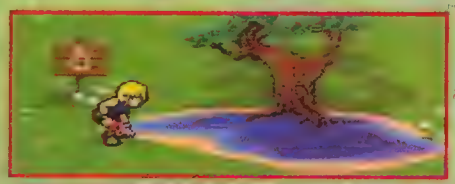
But I digress. To put out the fire, you have to fill your three bottles with water from the three appropriate springs. Fill one with water from the rainbow spring, one with water from the spring where you found the tulip, and the third with water from the spring where you found the daisy. That should give you one bottle filled with white liquid, one filled with blue, and one filled with rainbow. Take them to the castle and empty them into the corresponding sinks, and the fire goes out.

Ah, getting into the castle. This shouldn't be too hard.



Go back to the rainbow spring and fill up one of your water bottles...

...head east and fill another bottle with the water from the tulip spring...



...then fill your last one with the blue water from the fairy's clearing.

Take all three back to the castle and fill each of the three sinks with the correct color of water, and poof! The fire goes out!

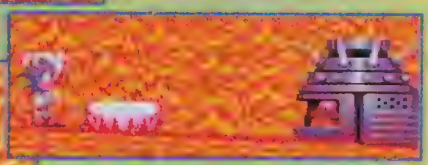
SONIC AND KNUCKLES

How do I defeat Robotnik in the Lava Reef Zone, Act 2?

Robert Accher
Toronto, Ontario
Canada

Well, the easiest way to beat him is to find the fire shield just before you reach the boss. There's one on a platform as you work your way down the lava fall. If you can grab that, then when you're facing Robotnik, you can land on the lava with impunity. Otherwise, you have to jump from rock to rock, avoiding the lava and avoiding the bombs he throws at you. If you can keep from dying, the bombs roll back toward his machine and destroy him for you.

To beat Robotnik in the Lava Reef Zone, first find the Fire Shield on the platform above him.



With the Fire Shield, you can land and stand on the lava without being hurt.

The rocks at the bottom all flow towards Robotnik. Jump away at the last second before you hit Robotnik and land on the next rock up. If you can keep dodging the bombs, they roll back and destroy him for you.

T•HQ AND GAME PLAYERS PRESENTS...

DEEP SEA TREASURE

in our SEAQUEST DSV™ CONTEST!

Win a seaQuest DSV script autographed by the entire cast (no, Darwin can't write!) and more great underwater booty!

HERE'S WHAT YOU CAN WIN!

Just answer the following three questions about *seaQuest DSV* correctly and you'll be saying 'Ahoy, Matey!' to some great *seaQuest DSV* prizes:

1 Grand Prize

- an original *seaQuest DSV* script autographed by the entire cast!
- a Nintendo Game Boy
- a *seaQuest DSV* video game for your SNES or Genesis system
- an official *seaQuest DSV* hat
- Monogram® *seaQuest* ™ model kits

5 First Prizes

- a *seaQuest DSV* video game for your SNES or Genesis system
- an official *seaQuest DSV* hat
- Monogram® *seaQuest* ™ model kits

5 Second Prizes

- Winterland Productions® a *seaQuest DSV* T-shirt

1 What other ocean-related film did Roy Scheider star in?

2 What do the initials DSV mean?

3 How many crewmen can fit inside the HR Probe?

Write down your answers, along with your name, address, phone number (don't forget the area code) and type of game system you own on the back of a postcard or envelope and send it to:
seaQuest Contest; 1350 old Bayshore Highway; Suite 210; Burlingame, CA, 94010. All entries must be received by Friday, March 31st.
The eleven lucky winners will be drawn at random on Friday, March 31st. Winners will be printed in a subsequent issue of Game Players.

THE RULES

No purchase necessary. One entry per reader. Contest open to residents of the United States and Canada except employees of GP Publications and T*HQ, and their immediate families. Print your answers and your name, address, phone number (don't forget the area code), and type of game system you own on the back of a postcard or standard envelope. Mail it to seaQuest Contest, Game Players, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA 94010.

All entries become the property of Game Players and cannot be returned. All taxes (federal, state and local) are the responsibility of the winner. Editor's choices are final. No cash substitute or consolation prize is available. Offer void where prohibited or restricted by law. All entries must be received by Friday March 31st.

GP Publications is not responsible for misdirected, lost or unsolicited entries — so don't call us or write wondering why you didn't win. Odds of winning are determined by the number of entries received by the contest deadline. The drawing will take place on March 31st and the name of the winner will be announced in a subsequent issue.

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NOW PLAYING

Watta you mean — you don't have time to read the whole magazine? Well, OK, this list can save your valuable gaming dollars, but we'd better not catch you skipping the whole book again, understand?

ALADDIN

SEGA OF AMERICA FOR GENESIS

- Game Gear review, 7#5
- strategy, 6#11 and 7#2

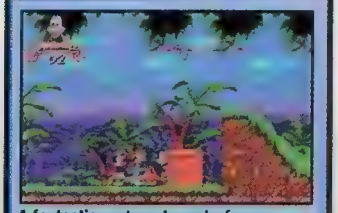
One of the best action games *ever*, this has incredible graphics and animation (thanks to the Digicel process), tons of humor, and, of course, great action.

GENESIS 90%•GG 94%

ANIMANIACS

KONAMI FOR SNES AND GENESIS

- review, 7#12



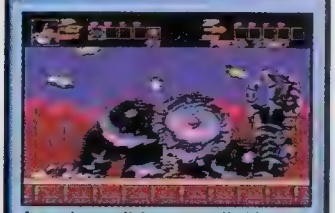
A fantastic cartoon tour-de-force. Excellent graphics, music, and game play combine to make this a game that both young and old can enjoy!

SNES 90%•GENESIS 83%

CONTRA: HARDCORPS

KONAMI OF AMERICA FOR GENESIS

- review, 7#10



A great assault-type game that lets you blast away at anything that moves. At times you're offered a choice as to how to proceed — defend or attack! Killer!

OVERALL 92%

ALFRED CHICKEN

Mindscape for SNES; review, 7#8

Unlike that famous old Southern gentleman, Mindscape didn't do chicken right. Poor graphics and a one-hit-and-you're-dead mistake factor make this a takeout order that you should probably just forget.

OVERALL 68%

ANDROID ASSAULT

Sega/Big Fun Games for Sega CD; review, 8#1

Aliens from the evil planet Zias have been kicking our butts in warfare for years, so we build this thing called a Bari-Arm, which is basically a Transformer kind of thing that moves sorta slow. Speaking of slow, so is this game. Yawn.

OVERALL 71%

BALLZ

P.F. Magic for Genesis; review, 7#9

Yes, it's called *Ballz* and no, it doesn't have any. The 3-D graphics make it hard to connect with an opponent which, by the way, all kinda look alike. If you're a fan of spitting, farting or whacking folks with baseball bats, you might enjoy this.

OVERALL 73%

• BASSIN'S BLACK BASS

Hot B for SNES; review, 8#2

Excellent graphics and sound effects make this game almost like a fishing trip. Of course, you have to bring your own beer, but that's no problem. Smooth gameplay and controls ensure a pleasant, relaxing fishing experience.

OVERALL 88%

BATTLECORPS

Core Design for Sega CD; review, 7#10

Don't look now, but those damn tin cans are on the warpath again! Grab your can opener and let's rock! But wait! Aside from that stomping sound, you might as well be in a tank. There's no walking combot action here.

OVERALL 71%

BEAVIS AND BUTT-HEAD

Viacom for Snes and Genesis; review, 7#12

If your idea of fun is cutting up insects with a chain saw, or maybe just launching snot rockets, then this is just possibly the game for you! However, if you prefer games that have a sense of humor to them, just skip this one, dude!

SNES 71%; GEN 55%

BIKER MICE FROM MARS

Konami for SNES; review, 8#1

This highly addictive racer has a lot going for it — good graphics and a unique game perspective among other things. We had a lot of fun with this one!

OVERALL 80%

BILL WALSH COLLEGE FOOTALL '95

Electronic Arts for Genesis; sports, 7#11

A great college football simulation with new player art and animation that now allows up to four armchair athletes to simultaneously take the field in any co-op or competitive combination. Don't let this one fumble through your fingers.

OVERALL 87%

BLACKTHORNE

Interplay for SNES; review, 7#9

A smooth-scrolling action game with unusual weapons (a shotgun?), and even more unusual game play (you can shoot your own men?). Excellent graphics and a moody sound track aid you in your quest to kill all the bad guys.

OVERALL 87%

BOOGERMAN

Interplay for Genesis; review, 7#12

Hey kids! Check this out — you get to fart on the bads guys and shoot 'em down with boogers! This is great! Hey parents!!! While this game has some good graphics, once your kids get tired of this, they probably won't play it again. That's great.

OVERALL 60%

BRAIN LORD

Enix for SNES; review, 7#8; strategy 7#9

This game is kinda like a wrestler with brains. You know, massive strength, lightning speed and a violent disposition coupled with a brain that can do more than just string simple words into sentences like: 'Me hungry. Eat now.'

OVERALL 78%

What YOU think

I think the ratings you gave Virtua Racing Deluxe and Star Wars Arcade were great — right on target. I think you guys should give the 32X itself an overall rating. P.S. I love your magazine. Keep up the good work!

— Jonathan Dawnin, Urbandale, IA

BREATH OF FIRE

Square Soft for SNES; review, 7#8

You and your band of adventurers search the land for the seven Goddess Keys in an RPG that some players may find to be too short, but packed with fine features.

OVERALL 87%

BRETT HULL '95

Accolade for SNES; sports, 8#1

While lacking the control and graphics of some of the major hockey simulations, this game does offer some mighty fine hockey action. Give this one a rent before buying, just to see if it's your cup of (iced) tea.

OVERALL 77%

BRUTAL: PAWS OF FURY

Gametek for Sega CD; review, 7#9

So you wanna be an animal, huh? *Brutal: Paws of Fury* is just the ticket you've been waiting for. The special moves for each character take some practice and, until you master them, be prepared to become fodder for all your enemies.

OVERALL 77%

BUBBA 'N' STIX

Core for Genesis; review, 7#8

Let's get one thing straight: this cart is definitely not 'Close Encounters of the Third Kind'. This is wild, wacky mayhem at its best! Help save the earth today!

OVERALL 77%

BUBSY II

Accolade for Genesis; review, 7#12

Oh, no! Oinker P. Spamm is stealing moments from history and enshrining them in the Amazatorium. Only Bubsy can save the day! While this sequel has a nice non-linear touch, some of the levels are very repetitious.

OVERALL 68%

CLAY FIGHTER TOURNAMENT EDITION

Interplay for SNES; review, 7#8

A rehash — albeit an excellent one — of *Clay Fighter*. If you let *Clay Fighter* slip by you the first time, then you should definitely get your hands on this.

OVERALL 88%

COLLEGE FOOTBALL'S NATIONAL CHAMPIONSHIP

Sega of America for Genesis; sports, 7#9

Great graphics, excellent control, killer sound, three levels of difficulty — what more could you want? This thing even has authentic fight songs from 32 different colleges.

OVERALL 91%

CONTRA: THE ALIEN WARS

Konami for Game Boy; review, 7#12

While this game is a big hit on other platforms, here it's just kinda like a primer for the art of war. The bosses aren't all that challenging, and the black and white game screens don't really have the power that color screens explode with.

OVERALL 68%

CORPSE KILLER

Digital Pictures for Sega CD; review, 8#1

Kill off thousands of undead Jimmy Pages, Robert Plants, and yes, even Kurt Cobains in this boring, uninventive shooter that has absolutely nothing going for it. You'll have more fun holding your breath until you pass out.

OVERALL 69%

• COSMIC CARNAGE

Sega for 32X; review, 8#2

A fighting game that could use quite a bit of improvement. The graphics are a bit crude and the sound effects are overly dramatic and somewhat out of place. The ability to choose your armor and to knock off your opponent's armor is a plus.

OVERALL 61%

CRAZY CHASE

Kemco for SNES; review, 7#9

Diagonal scrolling is just about the only thing this game has going for it. There aren't enough levels and the game is ridiculously easy. Maybe just the thing for your little sister!

OVERALL 66%

5 games returned after Christmas

These games really stink, so we took 'em back to the store the next day!

1. **Poker Paul's Blackjack**
   Sega for Game Gear — 58%
   There's no fun here, unless you have a severe gambling compulsion!
2. **Dinobasher**
   Code Masters for Game Gear — 56%
   So bad, it's extinct. Enough said!
3. **Hammerlock**
   Jaleco for SNES — 40%
   Gouge your own eyes out if you bought this!
4. **Mortal Kombat II**
   Acclaim for Game Boy — 40%
   If you own this, you deserve to die!
5. **Tip Off**
   Ubi Soft for Game Boy — 34%
   Here's a tip — don't play this, it sucks!

DONKEY KONG

NINTENDO FOR GAME BOY

● review , 7#9

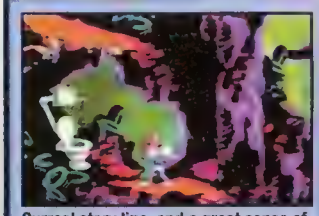
With 101 levels, great controls, and lots of puzzles and action, this game is a must have! Why this didn't come out on a 16-bit format is beyond us!

OVERALL 93%

EARTHWORM JIM

PLAYMATES FOR SNES AND GENESIS

● review, 7#11



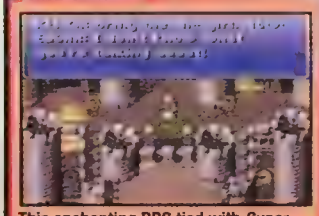
Surreal story line, and a great sense of humor make this a fantastic game. Heck, you can even end up in Heck, where demons prance to Muzak! Wow!

SNES 96%•GEN 95%

FINAL FANTASY III

SQUARESOFT FOR SNES

● review, 7#10



This enchanting RPG tied with *Super Street Fighter II* for the highest scoring game ever rated by us! If you like the genre, you're gonna love this game!!!

OVERALL 98%

THE DEATH AND RETURN OF SUPERMAN

Sunsoft for SNES; review, 7#8

Superman's return from the dead may have most gamers wondering 'Why did he bother?' in this repetitious comic-book style video game.

OVERALL 69%

DEMON'S CREST

Capcom for SNES; review, 7#11

A great action/adventure game in the tradition of *Super Metroid*, that unfortunately, can be beat in a few hours without casting any of the usual spells or using any potions. Aside from these problems, this has all the markings of a great game!

OVERALL 89%

What YOU think

I think you were very wrong about the review of Nobunaga's Ambition for the SNES. The graphics were much improved over the NES version. The sound has some of my favorite tunes. It should have gotten an 85% because it's a Koei game and Koei rules!

— Shogun Chris, Butler, PA

DICK VITALE'S AWESOME BABY COLLEGE HOOPS

Time Warner for Genesis; sports, 7#11

Rough-edged basketball cart takes a first-person perspective that makes completing passes and setting up plays a chore. O! Dicky garbles his usual euphemisms, but these repeat themselves too often to be exciting. Leave this one on the bench.

OVERALL 46%

DOUBLE DRAGON V: THE SHADOW FALLS

Williams Ent. for SNES and Genesis; review, 7#7, 7#10

This is a nice little brawler that's better suited for younger players who haven't been 'desensitized' by the blood in *Mortal Kombat II*. It's adapted from the TV cartoon instead of the earlier *Double Dragon* games, but that's a bonus after the last few.

SNES 78%; GEN 65%

DYNAMITE HEADDY

Sega of America for Genesis; review, 7#10

You need to learn how to keep your head on your shoulders if you're planning to get ahead in this! But don't blow your top! The action is explosive! You've gotta have this game to get to the head of the class!

OVERALL 96%

ECCO: THE TIDES OF TIME

Sega for Genesis; review, 8#1

'They called him Flipper... Flipper', but you'll call this boring, even though there are some really beautiful graphics in the game. If you don't have the first *Ecco* game, you might wanna pick this one up — otherwise, we'd forget it.

OVERALL 60%

ELITE SOCCER

GameTek for SNES and Game Boy; sports, 7#12

Simultaneous five player action, updated team rosters, and 32 international teams should have made this the ultimate soccer game, but the computer determines which player you control. This isn't the detailed representation of soccer you'd expect.

SNES 83%; GB 70%

ESPN SUNDAY NIGHT NFL

Sony Imagesoft for SNES; sports, 7#11

An awkward play selection system and graphics that often cause players to disappear from the face of the game puts this football cart somewhat in the basement of its division. This average cart is only for patient and forgiving gamers.

OVERALL 56%

• ETERNAL CHAMPIONS CD

Deep Water for Sega CD; review, 8#2

This is the bloodiest game we've ever seen! Great animation, a very hip soundtrack, awesome gameplay and tons of hidden stuff make this one a winner in every way!

OVERALL 95%

EYE OF THE BEHOLDER

Capcom for SNES; review, 7#8

A brand new copy of an old, tired idea, complete with a clumsy fighting system and lacking any kind of auto-mapping feature. If your ancestors had ever fought this way, you wouldn't be here now.

OVERALL 65%

FATAL FURY 2 (MA-13)

Takara for Genesis; review, 7#8

What's this? Another 'world tournament' fighting game? Tell you what: if you're totally addicted to fighting games, go out and buy it. You won't be disappointed. If you're not among the 'gotta have it' crowd, don't worry.

OVERALL 81%

FIFA INTERNATIONAL SOCCER

Electronic Arts for Sega CD; sports, 7#10

If soccer is your game, move to Brazil! No, just kidding. This is a great soccer game, with plenty of action and detailed atmosphere. Say, if you can't use your hands in soccer, do you push the controller buttons with your feet?

OVERALL 86%

• FIFA INTERNATIONAL SOCCER '95

Electronic Arts for Genesis; sports, 8#2

Pretty much the same game as in the last version, but with a few small improvements that will keep this game repeating as the world champion fo all the soccer games.

OVERALL 95%

FORMULA ONE WORLD CHAMPIONSHIP

Sega of America for Sega CD; review, 7#10

This is just like learning to drive for real. If you don't master all of the moves and put in a lot of time on the tracks, you're not going to win. Great introductory scenes undercut the so-so game graphics.

OVERALL 77%

HAMMERLOCK

Jaleco for SNES, review 7#9

This wrestling game hits the mat like the local cannon fodder after an airplane spin from Hulk Hogan. You could give this game a rent, or you could just count to three. It's out.

OVERALL 40%

HARDBALL '95

Accolade for Genesis, sports, 7#8

This is actually kind of a 1994 statistical update for *Hardball III*, but, if you're one of those people who sits for an entire summer baking your brains out in the bleachers, this cart is what you're looking for.

OVERALL 85%

HEART OF THE ALIEN: OUT OF THIS WORLD 2

Virgin Interactive for Sega CD; review, 7#7; strategy, 7#8

This CD is packed to the brim with the original *Heart of the Alien* game and this new sequel. This time you're Buddy and must rescue Lester from your mysterious brethren. Graphics are dated, but the game's so difficult you keep going for hours.

OVERALL 79%

• THE IGNITION FACTOR

Jaleco for SNES; review, 8#2

While the graphics have some nice touches, and the music and sound effects get you moving at a fever pitch, the so-so controls and stages that are more than a lot alike kinda spray water all over what could have been a hot game.

OVERALL 76%

INDIANA JONES' GREATEST ADVENTURES

JVC for SNES; review, 7#11

A one dimensional side scroller with a few semi-3-D interludes that, while providing a modicum of entertainment, doesn't really live up to the excitement of an Indy Jones movie. Give this one a rent before you sell your whip to buy it.

OVERALL 84%

• IRON HELIX

Spectrum Holobyte for Sega CD; review, 8#2

This is a game that requires a lot, repeat, a lot, of patience and time. This space age search-for-the-damn-clues game has some very nice graphics, but the music and sound effects really suck. Be bored — be very bored!

OVERALL 68%

JEOPARDY! SPORTS EDITION

Gametek for Genesis, SNES, and Game Gear; sports, 7#9

Jeopardy! is probably the finest game show on commercial TV. One of the reasons for this is the diversity of questions asked. If you'd like to play *Jeopardy!* and only have to answer sports questions, this is for you.

SNES 70%; GAME GEAR 68%; GEN 66%

JURASSIC PARK: RAMPAGE EDITION

Sega of America for Genesis; review, 7#12

While the sequel to the movie isn't out yet, it seems that sequels to the video game go on and on. Here you get to be either Dr. Grant or (surprise!) a raptor. Save the dinosaur eggs from the forces of evil or just munch humans. Yawn!

OVERALL 65%

5 games to keep all your life

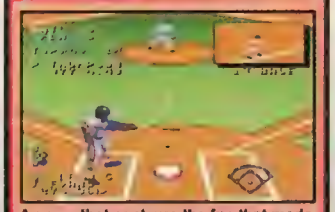
Every one should have these games as a permanent part of their collection!

1. **Earthworm Jim** — Playmates for SNES — 96%
   If you don't dig this game, go to Heck!
2. **Mortal Kombat II** — Sculpture Soft for SNES — 95%
   Finish him! What more could we say?
3. **The Lion King** — Virgin for Genesis — 94%
   In the jungle, this game roars! Get it!
4. **Stunt Race FX** — Nintendo for SNES — 90%
   A great racing game! You need this game!
5. **Super Bomberman 2** — Nintendo for SNES — 86%
   Get a multitap and four friends and blow yourselves to kingdom come! Big fun!!!

KEN GRIFFEY JR PRESENTS: MAJOR LEAGUE BASEBALL

NINTENDO OF AMERICA FOR SNES

● sports 7#6



A game that captures the fun that made baseball the national institution it is. Responsive controls and entertaining game play are its solid foundation.

OVERALL 90%

MICKEY MANIA: TIMELESS ADVENTURES OF MICKEY

SONY FOR GENESIS, SNES AND SEGA CD

● review 7#10, 7#11

You don't want any other game with Mickey — this is the one!!! Clips from old Disney cartoons, smooth animation and scaling make this game a must!

GEN & SNES 96% • SEGA CD 97%

MORTAL KOMBAT

[GENX GG MA-13, CD MA-17]

ACCLAIM FOR ALL MACHINES

● CD review, 7#5
● strategy, 6#10

Bone-crunching action (and blood for the Sega!) makes this one of the top fighting games. You'll love those finishing moves! The Sega CD version has a video trailer.

SNES & GEN 90%•CD 72%•GG 71%•GG 82%

LA RUSSA BASEBALL '95

Electronic Arts for Genesis; sports, 7#12

This side-scroller lets you fly through 'cyberspace' after blasting open access portals. It's OK, but not great. If you've got nothing better to do, get a friend and rent it.

OVERALL 75%

THE LAWNMOWER MAN

Time Warner Interactive for Genesis; review, 7#10

This side-scroller lets you fly through 'cyberspace' after blasting open access portals. It's OK, but not great. If you've got nothing better to do, get a friend and rent it.

OVERALL 75%

LETHAL ENFORCERS II

Konami for Genesis; review, 7#12

This western shooter is cool,but probably just becaus the light gun, which is named the Justifier, is so damn accurate! Parents might want to think twice before letting their children get the idea that pointing guns at people is fun!

OVERALL 75%

THE LION KING

Virgin for SNES and Genesis; review, 7#11

Travel through Simba's life, facing challenges and puzzles in a game so smoothly animated, you'll swear it's a movie! This game may prove to be a bit hard for kids, though. You need this game!!!

SNES 96%; GEN 98%

• MADDEN NFL '95

Electronic Arts for Genesis; review, 8#2

This is the Genesis version of a great football game. Just about the only advantage this version has is that on the stats screen, you see the player's names, not just their numbers.

OVERALL 92%

MADDEN NFL '95

Electronic Arts for SNES; sports, 7#11

An updated play book and improved player animation, plus the removal of passing windows make this a winner! Each team has a full 48 man roster and there's an All-Madden team included.

OVERALL 93%

MARKO

Domark for Genesis; review, 7#11

This is a cheery, little, well animated game that not only lets you defeat the evil Colonel Brown, but you get to recycle aluminum cans along the way! Excellent sound effects add to the politically correct fun!

OVERALL 80%

MAXIMUM CARNAGE

Acclaim/LJN for Genesis; review, 7#11

Basically the same game as the SNES version, with the usual letdowns. The graphics are alittle flat, and the sound track doesn't sound as full While not as cool looking as the SNES version, this game is still one tough cookie!

OVERALL 80%

MICHAEL JORDAN: CHAOS IN THE WINDY CITY

Electronic Arts for SNES; review, 7#11

The guy who thought this game up must have been kidding! MJ runs around in a nightmare landscape, killing mutants with basketballs If this cart had more humor, it might have been better This is OK for young Jackson fans, otherwise, shine it.

OVERALL 72%

What YOU think

I know Super Metroid and Super Street Fighter II are different types of games from Final Fantasy III, but FFIII is unquestionably the greatest game ever created. Its unbelievable graphics, great sound and undying storyline are fantastic!

— Dennis Maze, Longdale, OK

MICKEY MOUSE: GREAT MYSTERY CIRCUS

Capcom for SNES; review, 7#10

This is a game for your little brother. You don't want him playing this crappy game on your game system, believe me! Lousy controls and a total lack of replay value are just two of the low points this game has to offer. M - I - C... See ya later, you rat!

OVERALL 58%

MICKEY'S ULTIMATE CHALLENGE

Hi Tech Expressions for SNES; review, 7#8

A multi-level game that Mouseketeers of all ages can enjoy, although, considering the subject matter, it will probably be enjoyed most by the K through 3rd grade gang.

OVERALL 71%

• MIDNIGHT RAIDERS

Sega for Sega CD; review, 8#2

If you're one of those strange people who really liked *Tomcat Alley*, then this game is for you. There's not much to do except center the cursor and push the fire button. Wow! The only real good thing here are the sound effects. There's no fun here.

OVERALL 58%

MIGHTY MORPHIN POWER RANGERS

Sega for Genesis; review, 8#1

If you're a fan of the TV show (and what four to six year old isn't), you're really gonna love this action game. If, on the other hand, you happen to think the TV show sucks, well, you're gonna think this actionless action game sucks as well

OVERALL 72%

• MIGHTY MORPHIN POWER RANGERS

Sega of America for Sega CD; review, 8#2

Hey, if you're six years old or younger, you're really gonna love seeing your favorite super heroes take on Rita Repulsa and her evil henchmen in a battle for world domination If you're older, you're not gonna give a rat's ass! Be sure to miss this one.

OVERALL 76%

MLBPA BASEBALL

Electronic Arts for SNES and Genesis; sports, 7#4, 7#8

An arcade style cart that focuses more on action than strategy Large characters and fluid animations are a big plus, but tough control and a lack of options hold this one back.

SNES 76%; GEN 77%

MORTAL KOMBAT II [MA-17]

Sculptured Soft for SNES, Probe for Gen.; review, 7#9

It's BAD and it's BACK! Fatalities, mayhem and blood — more blood than you can shake a spine at! (Of course, you have to rip that spine outa your opponent, first!) This plays like a horror movie!

GEN 92%; SNES 95%

MORTAL KOMBAT II

Acclaim for Game Boy, Game Gear; review, 7#9

These two handheld versions of *Mortal Kombat II* either suck or bite. It's your choice.

GAME BOY 80%; GAME GEAR 85%

NBA ACTION STARRING DAVID ROBINSON

Sega of America for Game Gear; sports, 7#8

This game was probably thought of by an optometrist, whose services you're going to need after straining your eyes trying to control your team, particularly on defense.

OVERALL 68%

NBA LIVE '95

Electronic Arts for SNES; sports, 7#12

Electronic Arts has pulled out the old engine that drove its earlier basketball games and replaced it with a faster, smoother and more impressive model. This is like being on the court! Wow!

OVERALL 97%

• NBA LIVE '95

Electronic Arts for Genesis; review, 8#2

Once again, the Genesis version of another Electronic Arts sports game just doesn't quite measure up to the SNES version, even though this is a very playable game in its own right. Trying to steal the ball can be a problem, though

OVERALL 89%

NEWMAN/HAAS INDYCAR W/NIGEL MANSELL

Acclaim for Genesis; review, 8#1

Let's face it — there are racing sims out there that are a lot better than this one, so why don't you go out and buy one of those? You'd have more fun and Nigel could get some much needed rest.

OVERALL 50%

NHL '95

Electronic Arts for SNES; sports, 8#2

The version of this icy classic carries on the tradition of kicking butt, but not on its Genesis counterpoint The action moves too fast for most players, almost to the point of insanity

OVERALL 90%

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AFTERBURNER 3	$29	NFL TRIVIA CHALLENGE	$45
AH-3 FIREHAWK	$42	NHL 94	$37
AIRCARS	$45	NINJA WARRIORS	$48
AKIRA	$56	NO ESCAPE	$45
AX-101	$42	NOVASTORM	$54
BABY BOOM	$49	OUT OF THIS WORLD II	$51
BATMAN & ROBIN	$42	PANIC	$43
BATTLE CORPS	$39	PENN & TELLER	$43
BATTLE FRENZY	$42	PITFALL	$49
BC RACER	$41	POPFUL	$44
BRUTAL	$48	POWER MONGER	$43
BUBBA 'N STIX	$41	POWER RANGERS	$43
CADILLACS & DINASAURS	$49	PRIME	$45
COBRA COMMAND	$39	PRINCE OF PERSIA	$39
CORPSE KILLER	$49	RACING ACES	$35
CRIME PATROL	$45	RADICAL REX	$45
DARK WIZARD	$42	RAPID DEPLOY FORCE	$41
DEMOLITION MAN	$56	REVENGE OF THE NINJA	$41
DINO BLAZE	$56	REVENGERS VENGEANCE	$41
DOUBLE SWITCH	$44	RISE OF THE DRAGON	$44
DRACULA UNLEASHED	$49	RISE OF THE ROBOTS	$41
DRAGON'S LAIR	$49	ROAD AVENGER	$41
DRAGON'S LAIR II	$49	ROBO ALESTE	$39
DUNE	$47	SAMURAI SHOWDOWN	$44
DUNGEON MASTER	$42	SECRET OF MONKEY ISL	$42
ECCO THE DOLPHIN	$29	SHADOW OF ATLANTIS	$49
ECCO. TIDES OF TIME	$49	SHADOW OF BEAST II	$56
ESPN BASEBALL	$54	SHERLOCK HOLMES VOL 2	$42
ESPN BASKETBALL	$56	SIDE POCKET	$49
ESPN FOOTBALL	$56	SILPHEED	$42
ESPN HOCKEY	$56	SKULJAGGER'S REVENGE	$41
ESPN RACING	$56	SLAM CITY SCOTY PIPPIN	$52
ETERNAL CHAMPIONS	$42	SNATCHER	$42
EUROPEAN RACERS	$39	SON OF CHUCK	$29
EXTERMINATORS	$56	SOULSTAR	$42
EYE OF THE BEHOLDERS	$45	SPACE ACE	$49
FAHRENHEIT	$49	SPACE PIRATES	$45
FATAL FURY SPECIAL	$44	SPIDERMAN VS KINGPIN	$39
FLASHBACK	$49	STAR BLADE	$42
FLYING NIGHTMARES	$42	STAR STRIKE	$56
GROUND ZERO TEXAS	$54	STAR WARS CHESS	$42
HAMMER	$42	STAR WARS RBL AS	$42
HEIMDALL	$42	STELLAR FIRE	$41
HOME IMPROVEMENT	$39	SUPREME WARRIOR	$52
INCREDIBLE HULK	$59	SURGICAL STRIKE	$49
INCREDIBLE TOONS	$49	SYLVESTER & TWEETY	$59
IND. JONES ATLANTIS	$42	TERMINATOR	$44
IRON HELIX	$49	THIRD WORLD WAR	$42
JEOPARDY!	$49	TIME COP	$42
JURASSIC PARK	$49	TIME GAL	$39
KIDS ON SITE	$31	TIME SLIP	$39
LAWNMOWER MAN	$41	TOM CAT ALLEY	$49
LETHAL ENFORCERS	$55	TOTAL CARNAGE	$51
LETHAL ENFORCERS 2	$42	TRIVIAL PURSUIT	$53
LINKS	$56	VAY	$44
LOADSTAR	$49	WHEEL OF FORTUNE	$49
LUNAR	$44	WHO SHOT JOHNNY ROCK	$45
MAD DOG MCREE	$47	WING COMMANDER	$41
MAD DOG MCREE 2	$47	WIREHEAD	$49
MANSION HIDDEN SOUL	$48	WOLFCHILD	$39
MEGA RACE	$43	WONDER DOG	$39
MIDNIGHT RAIDERS	$51	WORLD CHAMP RALLY	$42
MORTAL KOMBAT	$34	WORLD CUP GOLF	$46
MYST	$44	WWF RAGE IN THE CAGE	$49

GENESIS

AERO THE ACROBAT 2	$49	NFL TEAM HEROES	$51
AEROBIZ SUPERSONIC	$57	NHL '95	$55
AKIRA	$56	NHL ALL-STAR HOCKEY	$52
AL UNSER JR	$46	NEW HORIZONS	$62
ANIMANIACS	$45	NEWMANHAAS RACING	$53
ART OF FIGHTING	$58	NFL SPORTS TALK '95	$53
ATP TENNIS	$48	NFL QUARTERBACK CLUB	$49
BASS MASTER	$55	OFFROAD BAJA 1000	$51
BATMAN & ROBIN	$49	OUTRUNNERS	$45
BEAVIS & BUTTHEAD	$53	PAC ATTACK	$42
BEETHOVEN	$51	PAC-MAN 2	$51
BILL WALSH '95	$54	PAGEMASTER	$52
BOBBY'S WORLD	$51	PAYNE STEWART GOLF	$52
BOOGERMAN	$47	PGA TOUR '95	$55
BOXING LEGENDS / RING	$45	PHANTASY STAR IV	$78
BRETT HULL 95	$49	PIRATES OF DARK WATER	$54
BRUTAL	$51	PITFALL	$59
BUSY TOWN	$44	POWER INSTINCT	$54
CHAVEZ BOXING 2	$49	PUNISHER	$54
CLAYFIGHTER	$52	RADICAL REX	$52
COMMANDO RAID	$48	RAINBOW ISLAND	$42
CONTRA HARD CORPS	$51	RED ZONE	$47
DEATH/RETURN SUPERMAN	$51	RISE OF THE ROBOTS	$56
DEMOLITION MAN	$56	ROCK & ROLL RACING	$46
DISNEY'S BONKERS	$44	RUGBY CUP '95	$52
DRAGON	$56	SAMURAI SHOWDOWN	$56
DOUBLE DRAGON V	$53	SAT. NITE SLAM MASTERS	$53
DOUBLE DRIBBLE	$49	SCOOBY DOO	$49
EARTHWORM & JIM	$61	SEA QUEST DSV	$55
ECCO JR	$42	SHADOW	$55
ECCO: TIDES OF TIME	$49	SHAQ-FU	$58
ESPN FOOTBALL	$56	SHINING FORCE 2	$62
ESPN HOCKEY	$56	SKELETON KREW	$48
ESPN RACING	$56	SONIC & KNUCKLES	$58
EXO SQUAD	$51	SPEED RACER	$49
FIFA INTERNATIONAL 95	$55	SPIDERMAN VENOM CARN	$54
FIRE TEAM ROGUE	$48	STAR TREK D.S.N	$54
FLINK	$51	STARGATE	$53
FLINTSONES (MOVIE)	$55	STEVEN SEGAL	$53
FRANKENSTEIN	$49	STONE PROTECTORS	$54
GENERAL CHAOS	$29	SUPERBIKE CHALLENGE	$48
GENERATIONS LOST	$47	SUPER STREET FIGHTER	$68
GREAT CIRUS MYSTERY	$56	2	$54
HOME IMPROVEMENT	$52	SYLVESTER & TWEETY	$45
INFRARED	$39	SYNDICATE	$54
ITCHY & SCRATCHY	$42	TECMO HOCKEY	$59
JAMMIT	$54	TECMO SUPER BASEBALL	$52
KAWASAKI CHALLENGE	$48	THE TICK	$48
KING THE MONSTERS 2	$53	TOP GEAR 2	$49
LAWNMOWER MAN	$48	TMNT TOURN FIGHTERS	$49
LEMMINGS 2	$49	TNN BASS TOURNAMENT	$55
LETHAL ENFORCERS 2	$54	TROY AIKMAN FOOTBALL	$54
LIBERTY OR DEATH	$57	TRUE LIES	$52
LION KING	$58	UNNECCESSARY ROUGH	$52
LUFIA	$54	URBAN STRIKE	$52
MADDEN NFL '95	$54	USHRA MONSTER TRUCK	$55
MASK	$54	VIEWPOINT	$77
MICHAEL JORDAN CHAOS	$52	VIRTUAL FIGHTERS	$54
MICRO MACHINES	$49	WACKY WORLDS	$54
MLBPA BASEBALL	$47	WOLFENSTIEN 3-D	$56
MLBPA GRAND SLAM	$54	WOLVERINE	$52
MORTAL KOMBAT II	$64	WORLD CUP USA 94	$55
NBA JAM	$49	WORLD HEROES 2	$51
NBA LIVE '95	$54	WRATH OF THE GODS	$58
NCAA	$54	WWF RAW	$59
NFL '95	$53	X-MEN 2	$51
NFL QUARTERBACK CLUB	$62	ZERO KAMIKAZE	$48
		ZERO TOLLERANCE	

NBA JAM

ACCLAIM FOR SNES, GENESIS AND GAME GEAR

- SNES review, 7#2
- strategy, 6#11 and 7#3

This sports cart has more action than most *action* games. It does everything right — and it does it with the blazing speed of an action playoff game.

SNES 91%•GEN 87%•GG 83%

NHL '95

ELECTRONIC ARTS FOR SNES

- sports, 7#11

This year's version of the hockey favorite has a better overhead perspective and new check animations that really let you feel the action!

OVERALL 95%

SHINING FORCE 2

SEGA OF AMERICA FOR GENESIS

- review, 7#8

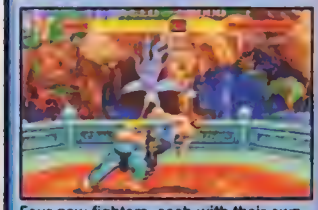
There are more puns, neat weapons and hidden rooms to discover than before. Battle scenes still seem a bit repetitive, but, on the whole, this is a gem.

OVERALL 95%

SSF II

CAPCOM FOR SNES AND GENESIS

- review, 7#7



Four new fighters, each with their own stage, push the number of combatants to 16! Action is the same, but the extras push this one close to perfection!!!

SNES 98%•GEN 96%

NFL '95

Sega for Genesis; sports, 8#1

This year's installment of the gridiron classic will find a lot of fun play and some interesting roster management features, but Sega should have left well enough alone when it came to the graphics and artificial intelligence.

OVERALL 88%

• NFL QUARTERBACK CLUB

LJN for SNES and Genesis; review, 8#2

While there's not a whole lot of football strategy involved here, the extra stages that represent the annual quarterback competition are fun. The controls handle well and you're gonna want to play this over and over again.

SNES 88%; GEN 81%

OUTRUNNERS

Data East for Genesis; review, 7#8

Out dated poop. Ancient caca. To say anything more about this prehistoric auto-racing cart would just be a waste of our time, and yours.

OVERALL 61%

PAC MAN 2

Namco for SNES; review, 7#9

This game is too cute and you're gonna hate the way Ms. Pac Man has got Pac Man running fool's errands in this sorry return of an old classic. The controls suck and there aren't many bells and whistles. Rent it or leave it, the choice is yours!

OVERALL 61%

PANIC

Data East for Sega CD; review, 8#1

This isn't so much of a game as it is an exercise in button pushing. You push a button and something weird happens. You might even win the game. This looks like it was designed by people on drugs for people on drugs!

OVERALL 62%

PGA GOLF TOUR II

Time Warner for Game Gear; sports, 8#1

While the small screen makes the greens kinda hard to read and the screen redraw time may be a bit much, this game will satisfy those who just have to shoot 18 holes on their commute or lunch hour.

OVERALL 78%

PGA GOLF TOUR III

Electronic Arts for Genesis; sports, 8#1

Tee off with Fuzzy Zoeller, Tom Kite or any one of eight other pros on eight of the hottest courses in America. This game features simple controls, great graphics and bells and whistles. Call the club and cancel your game. This is what you need!

OVERALL 86%

• PHANTASY STAR IV

Sega of America for Genesis ; review, 8#2

The next installment in the *Phantasy Star* series lets you fight from inside a vehicle! Gosh, that's swell. There's nothing to set this apart from other RPGs, but RPGs don't come out all that often for the Genesis, so you make the call.

OVERALL 70%

PITFALL: THE MAYAN ADVENTURES

Activision for SNES and Genesis; review, 7#12

Just about anyone who played video games back in the dim, dark past remembers the original *Pitfall* game. Well, that game is back as a secret level in this remake that doesn't really add much except better graphics and backgrounds.

GEN 77%; SNES 78%

• POPFUL MAIL

Working Designs for Sega CD; review, 8#2

We can't figure out just what the heck this game's name means, but the game itself is full of goofy humor. Besides, how many other games have a girl as the main hero . or is that heroine? Worth checking out, if you like RPGs.

OVERALL 78%

• POWER INSTINCT

Atlus for SNES; review, 8#2

There's a couple of things that make this game worthy of your fighting game dollars. First, the game controls extremely easily and the fighting looks good. Secondly, there's Grandma's Flying Denture Attack — a sure sign of a great game!

OVERALL 73%

What YOU think

I just finished reading your September issue. I own a SNES and MK II. I can't believe that you guys gave Super Metroid a higher rating than MK II. I rented Super Metroid and I think Mortal Kombat II is a far superior game.

— John Almond, Stuart, FL

Q.B.I. '96

Time Warner for Game Gear; sports, 7#12

There may be a baseball strike, but now you can squeeze in nine innings whenever you feel like it. There are a few control problems, like players picking off their own teammate's throws to home plate, but this is a good travelling game.

OVERALL 73%

REBEL ASSAULT

JVC for Sega CD; review, 7#8

A big, beautiful eyeful of computer-rendered 3-D graphics, digitized footage from the *Star Wars* films, and computer-rendered human actors make this a must-have for fans of the Lucas trilogy. A poor control interface means this is a graphics showcase.

OVERALL 73%

RED ZONE

Time Warner Interactive for Genesis; review, 7#12

Those pesky Commies are at it again and it's up to you to save the world. But it's not as easy as it appears, since flying your attack helicopter is hampered by an overhead game view and poor game graphics. It is a challenge to beat this game.

OVERALL 80%

• TIN STAR

Nintendo for SNES, review, 8#2

A family oriented shooter (what?) that's a lot of fun. There's goofy animations and real cartoony graphics. The real innovative deal here is that this game is mouse compatible, making sighting and shooting a real breeze.

OVERALL 80%

• RISTAR

Sega of America for Genesis; review, 8#2

Here we go again! This time, the mascot-to-be is this little star with ape-hanger arms that he uses to swing around on and grab stuff with. He's kinda cute, but aren't they all? This game is fun, so mayber you might wanna give it a try.

OVERALL 77%

• RISE OF THE ROBOTS

Acclaim for SNES, review,8#2

Yow! These robots look really great! I mean, these babies look like they could step right off the screen. And these backgrounds — it looks like you're right there. Huh? you mean this is a game? I thought it was a screen saver. This is a clunker.

OVERALL 64%

ROBO TREK

Enix for SNES; review, 7#12

An RPG with an interesting twist — you must construct androids and robots to do battle with the evil 'Hackers', who have taken over your planet! Save the world and learn sound construction principles in this nifty game!

OVERALL 83%

ROCKO'S MODERN LIFE

Viacom for SNES; review, 7#8

Cable TV finally does something right for a change! While the majority of the game is spent trying to keep Rocko's pet from self-destructing, this cart is certainly no dog! The only down side is that the game might be too tough for younger players.

OVERALL 83%

R-TYPE III: THE THIRD LIGHTNING

Jaleco for SNES; review, 7#9

Mindless entertainment. You might say that, but this is one of the most excellent shooters to come down the pike in a long time! The levels are fiendish, and most of the bosses are huge and very nasty. Forget your brain and get that finger twitchin'!!!

OVERALL 87%

• WWF RAW

LJN for SNES and Genesis; review, 8#2

There's nothing new here — it's just another wrestling cart. There are a few of the newer WWF wrestlers included and some MegaMoves (wow) that might help you claw your way to the top, but the only thing that's gonna be raw is your thumb.

GEN 71%; SNES 71%

SATURDAY NIGHT SLAM MASTERS

Capcom for SNES; review, 7#7

While this has been tailored so it vaguely resembles pro wrestling, the fighting is closer to *Street Fighter*, with wild, unrealistic attacks — many of which share the same button combinations as *SF* moves.

OVERALL 85%

SUPER METROID

NINTENDO OF AMERICA FOR SNES

- review, 7#5
- strategy, 7#6

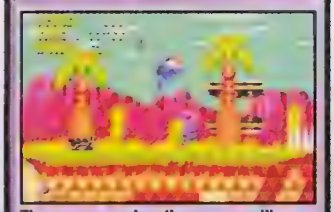
Easily one of the best action-adventures ever. Really! Six massive zones and tons of hidden extras combine with smooth game play and state-of-the-art graphics.

OVERALL 97%

SONIC CD

SEGA OF AMERICA FOR SEGA CD

- strategy, 6#11 and 7#1



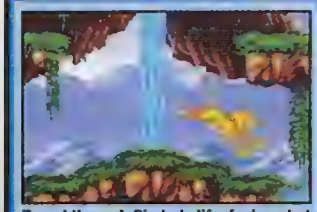
The more you play, the more you'll enjoy! Sure, it's the same old Sonic, but he's made it to the top for a very good reason. Our 1993 CD Game of the Year.

OVERALL 91%

THE LION KING

VIRGIN FOR SNES AND GENESIS

- review, 7#11



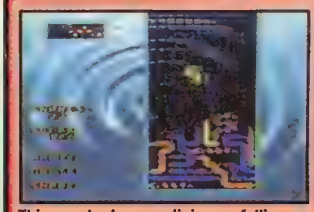
Travel through Simba's life, facing challenges and puzzles in a game so smoothly animated, you'll swear it's a movie! You need to go get this game!!!

SNES 96%•GEN 98%

WILDSNAKE

Bullet proof for SNES

- review, 7#4



This puzzler has you lining up falling snakes so they consume the snakes on which they land. Every time a snake is eaten, the others wriggle into the space.

OVERALL 93%

SCRATCH GOLF

Vic Tokai for Game Gear; sports, 7#8

A fast and fun cart for folks who want to get in a quick 18 during their lunch break. A unique overhead perspective and some snappy music doesn't help the hit or miss stroke adjustment controls, however.

OVERALL 76%

SHAQ FU

Electronic Arts for SNES; review, 7#11

With characters smaller than usual and moves that can be a pain to pull off, this isn't really all that great. The designers insisted on superb animation, and they got it, but that's all they got. Unless you're a real Shaq fan, this just ain't happening.

OVERALL 77%

SHINING FORCE

Sega of America for Game Gear; review, 7#10

This is a whole new game in the series and, to top it all off, you can play in your hands anywhere you want! The Sword of Hajya has been stolen. Can you get it back? Get this game. It's got what it takes!

OVERALL 91%

SKULLKEEP: DUNGEON MASTER II

JVC for Sega CD; review, 7#9

A huge RPG with lots of puzzles and many, many monsters to kill. The control's the thing, though. The controls they give you in this game render you pretty much ineffective. The graphics aren't all that hot, either. This one's a coin toss.

OVERALL 78%

SNATCHER

Konami for Sega CD; review, 8#1

A very gritty, adult graphic adventure that is sometimes hampered by a cutesy sense of humor. The graphics are good and the story is detailed enough to keep you coming back for more. This one is worth it!

OVERALL 80%

SONIC & KNUCKLES

Sega of America for Genesis; review, 7#11

This breaks new ground with its 'backward compatability'. Play the game as Sonic or Knuckles and then, play *Sonic 2* or *3* as Knuckles! Beautiful backgrounds and smooth animation make it a winner!

OVERALL 95%

• SPACE INVADERT

Nintendo for Game Boy; review, 8#2

This blast from the past is still a gas! Use your single-shot cannon to stop the mindless hordes of creepy looking bad guys before they can overrun your planet. Yes, it is kinda mindless, but it's also kinda fun! Take that, space creep!

OVERALL 80%

SPARKSTER

Konami for SNES and Genesis; review 7#10, 7#11

The little Sonic-like guy is back for his second adventure, complete with a new haircut and an 'attitude'. If you were a big fan of the *Rocket Knight Adventures*, then you're gonna love this!

SNES 93%; GEN 98%

SPIDER-MAN VENOM MAXIMUM CARNAGE

Acclaim for SNES; review, 7#8

A comic book that you can play! While the backgrounds tend to be a bit flat, the action is fast and furious, and the sound track by Green Jelly *(Little Pig, Little Pig)* is to die for!

OVERALL 80%

SPUNTZ ILLUSTRATED GOLF CLASSIC

Malibu for Game Boy; sports, 7#12

Imagine that you're a golfer out on the links and it's time for a real difficult 30 foot putt. Just before you swing the putter, you tie a thick black blindfold over your eyes, then you putt. Well, this game is kinda like that! Leave it in the clubhouse.

OVERALL 57%

What YOU think

I think Mega Man X2 deserves no less than a 100% rating, not the 95% you gave it! I liked all the other Mega Man titles and I thought this was the greatest game of its type.

— Chad Schweitzer, Anna, OH

STARBLADE

Namco for Sega CD; review, 7#9

You're in this spaceship and you have no way of controlling who you want to fight. Strike one. Your enemy's budget is so poor that a lot of their ships are just wire frame. Strike two. Finally, this war for the universe only has two levels. Strike three!

OVERALL 70%

STAR FLEET ACADEMY

Interplay for SNES; review, 7#12

You become a cadet at the famed Star Fleet Academy, which unfortunately isn't as cool as you thought it might be. The graphics aren't all that hot and the classic missions don't really affect the game outcome at all.

OVERALL 75%

STAR TREK: THE NEXT GENERATION —ECHOES FROM THE PAST

Sega of America for Genesis; review, 7#7

As commander-in-chief of the entire Star Trek universe, you're granted control of almost every conceivable option on the Enterprise, from mixing it up with Romulans to reading a computer essay on warp-field operations.

OVERALL 81%

STUNT RACE FX

Nintendo of America for SNES; review, 7#10

A good-looking, fast-moving racing game that will take time learning how to control. All the practice will be worth it, when you get to race those tracks behind the wheel of an 18-wheeler! Burn rubber!!!

OVERALL 90%

STREET RACER

Ubi Soft for SNES; review, 7#11

Take your choice of any one of eight racers and go for it. Whether you're racing, playing auto soccer, or just engaging in a little automotive street fight, this is one cart that works better when played in the multi-player mode.

OVERALL 73%

SUPER ADVENTURE ISLAND II

Hudson Soft for SNES; review, 7#6

As in the previous games, you still run from left to right bashing little creatures. But this time around Master Higgens takes part in a non-linear RPG frantically searching island paradises for his missing wife.

OVERALL 88%

SUPER BOMBERMAN II

Nintendo of America for SNES; review, 7#9

If you like big explosions, lots of levels, and the idea of being able to blow three of your friends up, then this is the game for you! The simplicity of play, coupled with eye-popping graphics, makes this a must have! Get this now, and have a blast!

OVERALL 86%

SUPER PUNCH OUT!!

Nintendo for SNES; review, 8#1

This sequel to the amazingly popular *Punch Out* has some new characters, but it's the large, colorful characters and easy controls that make this game a winner. So grab this game and head for the gym!

OVERALL 90%

SUPER RETURN OF THE JEDI

JVC for SNES; review, 7#11

This final installment of the *Super Star Wars* trilogy is the best of the lot. Great artwork and some nifty Mode 7 sections round out a top game. However, this still isn't the great game it should have been. May the Force be with you!

OVERALL 78%

SUPER STREET FIGHTER II

Capcom for SNES and Genesis; review, 7#7

Four new fighters — Cammy, Fei Long, Dee Jay, and Thunder Hawk, each with their own stage, push the number of characters to 16! Action is the same, but the extras push this one close to perfection.

SNES 98%; GEN 96%

SYNDICATE

Electronic Arts for Genesis; review, 8#1

Gangsters take over the world of the future and duke it out with hit squads in this futuristic action/strategy game. The overall challenge is difficult, but mainly because the game is hard to control. Kinda like playing with toy soldiers!

OVERALL 78%

TAZ IN ESCAPE FROM MARS

Sega of America for Genesis; review, 7#10

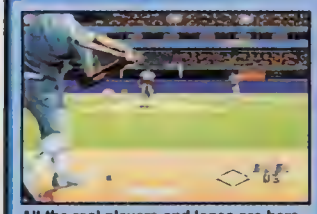
This isn't so much a game as it is a real Warner Brothers cartoon that you can control. The Taz is back and eating everything in his path to escape from Marvin the Martian. All fans of cartoons everywhere should have this game!

OVERALL 85%

WORLD SERIES BASEBALL

SEGA OF AMERICA FOR GENESIS

- Game Gear sports, 7#4
- Genesis sports 7#5



All the real players and logos are here. The hits, throws, and runners all bring an excitement to the game that's often missing from the actual sport.

GG 80%•GEN 90%

BUYING BY MAIL

Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...

• First, read the ad carefully, including the small print. Check to see how long it takes for delivery. Mail-order companies often take 4-6 weeks to fulfill orders, so make sure you give them that much time.

• Check out the company. Have any of your friends used it before? What kind of service did they get at the time? If necessary, contact the Better Business Bureau (use the one located in the same city as the mail-order company). Better Business Bureaus log complaints against companies and can tell you the types of problems — if any — that have been encountered. Look in the Yellow Pages for the BBB's telephone number.

• Contact the company to check on availability. They may be offering *MK II*, but that doesn't mean they're expecting it next week. Companies never get products before they're available in stores unless they're selling foreign versions. Don't send your money without giving them a call.

• If possible, pay by credit card. For one reason, credit cards aren't charged until the merchandise is sent. And if you don't receive your goods, the credit-card company is responsible for refunding your money or crediting your account. If you don't have a credit card, use a personal check and consider mailing it by recorded delivery so it can be traced. Never send cash through the mail. Be wary of money orders, — they can be hard to trace.

• Once you've ordered your game, relax. It'll be sent out within the stated delivery time. DON'T call the mail-order company every day to find out what's happening.

• Inspect your order as soon as it arrives. If it's incorrect or the product(s) is defective, file a complaint with the mail-order company immediately. If it has been damaged in shipping, contact the postal service that delivered it. Use recorded delivery on any returns.

• Some companies offer a trading option so you can send them your old games for a discount on new ones. If you use this service be sure to use some form of recorded delivery.

We can't guarantee the reliability of any mail-order company. If anything goes wrong, contact the mail-order company. Your contract is with them — we have no record of your dealings, so we can't help. Most mail-order transactions are trouble-free. But if you've experienced problems with companies advertising let us know by writing to: Customer Service; 1350 Old Bayshore Highway; Suite 210; Burlingame; CA, 94010. We don't want to deal with disreputable companies any more than you.

TAZMANIA
Sunsoft for Game Boy; review, 7#9

A kinder, gentler Taz spins his way down the tubes with this so-so effort. This ain't no Warner Brother's devil. Use this game for a Frisbee or for mindless entertainment on road trips with the family. Otherwise, just forget it!

OVERALL 69%

TECMO SUPER BASEBALL
Tecmo for SNES; sports, 7#10

Now that baseball is on strike, I feel great! If you're a baseball fan, however, you should check this game out! It's just like being at the game!

OVERALL 93%

THE ADVENTURES OF BATMAN AND ROBIN
Konami for SNES; review, 7#12

An excellent translation of a cartoon series to the game screen! This game is just like being in control of the TV hero. The only drawback is that the characters move a bit slow, due to the extremely fluid animation.

OVERALL 80%

TIME TRAX
THQ for Genesis; review, 7#7

You'd think the show *Time Trax* was tailor-made for a game, but the outcome is only average. The levels in this action game look wonderful, but they're way too short.

OVERALL 67%

TINY TOONS ADVENTURES: ACME ALL-STARS
Konami for Genesis; review, 7#11

Real nice animation and real cute characters are a definite plus for this game. Hard to manage controls and a repetitious sound track are definitely minuses. The game is entertaining, however. Spielberg fans will like it.

OVERALL 73%

TROY AIKMAN NFL FOOTBALL
Williams Enterprises for SNES and Gen.; sports, 7#9, 7#10

If the Dallas Cowboys played like this game does, they wouldn't have two Super Bowl rings. Poor graphics and choppy animation guarantee this entry a place in the basement of any league.

SNES 73%; GEN 77%

THE TWISTED TALES OF SPIKE MCFANG
Bullet-Proof for SNES; review, 7#6; strategy, 7#7

A busy young vampire prince stars in this tongue-in-cheek RPG/action game. Controls are simple to learn, but the game's never too easy. Bosses are impressive, each with new weapons and attack patterns.

OVERALL 85%

URBAN STRIKE
Electronic Arts for Genesis; review, 7#10

Once again, a crazy is threatening the U.S. and logically, the President sends in a single helicopter pilot to deal with the problem. Kill millions of screaming enemy soldiers, and blow up stuff real good. Oh yeah, get healed by Elvis in Vegas, too!

OVERALL 83%

VAY
Working Designs for Sega CD; review, 7#8

Here's another big RPG that is long on humor, contemporary cultural references, and weird plot twists, but short on battle screens and character differentiation. It is fun, however!

OVERALL 76%

VIRTUAL BART
Acclaim for Genesis; review, 7#12

The only virtual thing about this game is that it virtually isn't much good! The graphics are substandard, the music is bland, and the controls, while laid out well, aren't very precise. On the whole, this game virtually stinks!

OVERALL 51%

VORTEX
Electro Brain for SNES; review, 7#11

Morph between four different robots and blast polygon monsters in a polygon landscape. While this game doesn't even come close to virtual reality, it does have a lot of solid gameplay. This one should be rented before you buy it.

OVERALL 78%

X-MEN: MUTANT APOCALYPSE
Capcom for SNES; review, 7#12

Lots of fist pounding action and big, mean, colorful bosses will keep fans of the X-Men enthralled for a long time. The only drawbacks are stiff animation, thin music, and short levels. Still, this is one game that delivers a thrill!

OVERALL 80%

WING COMMANDER
Electronic Arts for Sega CD; review, 7#7

This is more than just a flight sim — it not only follows a script, but the story is different depending on how well you fly as well. All your wing men talk to you, and you even get to attend their funerals if they don't make it through a mission.

OVERALL 82%

WIZARDRY V: HEART OF THE MAELSTROM
Capcom for SNES; review, 7#7

This is for avid AD&D fans who get bored with pretty RPGs and who long for the days of endless campaigns in dark musty dungeons. You get solid adventure that leaves you screaming and tearing out your hair for days on end.

OVERALL 70%

WOLVERINE: ADAMANTIUM RAGE
Sega of America for Genesis; review, 8#1

Fans of the *X-Men* are really gonna flip out when they get their mutant hands, claws, flippers or whatever on this game! Smooth animation, fantastic backgrounds and killer sound effects make this one a winner!

OVERALL 85%

WORLD CHAMPION SOCCER II
Sega of America for Genesis; sports, 7#8

Now that the World Cup has come to the U.S., younger gamers might find this cart to be the perfect tool for vicarious participation in the world's most popular sport. Experienced gamers find it a bit boring, however.

OVERALL 78%

WORLD CUP USA '94
U.S. Gold for SNES; sports, 7#7

This is packed with options and tries to adapt itself to a variety of skill levels. The most important part of the game — the actual game play — unfortunately takes a back seat to bells and whistles.

OVERALL 70%

WORLD HEROES 2
Takara for SNES; review, 7#8

Not your average, run-of-the-mill fighting game! This cart could give *MK II* and *SSFII* a run for their money. This is definitely an addictive game!

OVERALL 85%

WWF KING OF THE RING
LJN for NES; review, 7#7

Yeah, it's a basic fighting game — but it's a good one. You won't find any new or exciting moves here, but you've got all the staples of gratuitous violence readily available. All in all, a solid effort.

OVERALL 68%

YOGI BEAR
GameTek for SNES; review, 8#1

Yogi runs, jumps, collects stuff and bends over in this very boring game that was rendered gutless due to licensing restrictions placed on the developer by Hanna-Barbera. If you're a little kid, you might, repeat, *might* like this.

OVERALL 68%

ZERO THE KAMIKAZE SQUIRREL
Sunsoft for Genesis; review, 7#12

Here's another spinoff involving a minor character from another game. The plucky squirrel (no, his name isn't Rocky) from *Aero the Acro-Bat* is is zooming and booming in his very own first adventure. Fly the friendly skies, er.. squirrel!

OVERALL 82%

What YOU think

You gave Time Trax a very low rating. Granted, it isn't very much like the TV show, but I think it deserves more than the 67% you gave it. I think you guys should have your heads checked or something. Watch what you're doing next time!

— Drew Lanta, Cook, GA

Do you agree with our reviews? If not, we want to hear from you. Write to: You Got It Wrong; *Game Players;* 1350 Old Bayshore Highway, Suite 210; Burlingame, CA, 94010 and tell us what you think was wrong with the review, the score the game should have received, and why. GP

• denotes games reviewed last month

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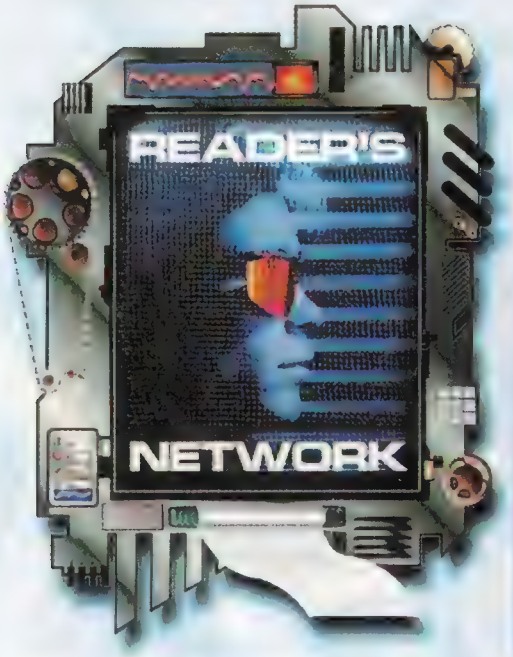


Now that the inmates have taken over the asylum, we've discovered that these letters pages are kind of like a bowl of Granola — chock full of flakes, nuts and fruits! Know what? We love it this way!

YOU GUYS ARE NUTS!!!

As the newly crowned Editor of ***Game Players***, this is the first time that I've had the pleasure(?) of doing the letters page. And with this new responsibility I've learned the magazine's deepest, darkest secret — our readers are a bunch of loons! I mean it, you guys are deeply disturbed. Not that it bothers me — you fit right in with the rest of the *GP* team. But geez, some of the things you write...

This month's theme seems to be raging and ranting, at different systems, games, or whatever else is nearby. That's cool. These pages are the perfect place to let off a little steam — a lot better than taking to the streets to rip people's spines out. So if you've ever got a beef with a game, a company, or even (gasp!) our fine magazine, scrawl it out on paper and send it on. We especially enjoy hearing from you freaks out there. Your letters, while often scary, are always a guaranteed laugh. And isn't that just what we all need — more laughter in the world? You freaks could heal all our souls with a simple letter. So send it!

Also, I want you guys to know that I value your opinions just as much as Mark did, so keep 'em coming. No matter who's in charge, this magazine will always be your magazine. Peace!

PENNED FROM THE PEN

Last night I was at Media Play (where I buy my monthly ***Game Players***) and, as usual, I browse before I buy. Not that I don't trust that you guys are worth spending five bucks on, I just can't wait to read. Then I noticed the *Donkey Kong Country* preview in (some other mag) a month after your review. So I opened it up and saw such small, scrambled pictures that I thought it was 20 different scrambled picture contests. I, being a ***Game Players*** worshipper, took my pocket knife out and slashed their mag, then stomped on it. An employee saw me and called security. Call me a ***Game Players*** fanatic, but I did what I had to do. I'm writing this from the Schenectady jail cell #14 armed only with your December issue. Let the others know of my story.

Joe Loveland
Schenectady, NY

CHRIS: ***God bless you, Joe. We've known for quite some time that our mag is the best, but some people still waste their hard-earned cash on those other rags. You can always count on Game Players to have the best info on the games you want to play. And after you've finished with the December issue, you can trade it for cigs or a shiv. We'll send you a cake with a file in it!***

TEARS ON OUR PILLOW

I feel really guilty, and I have to get this off my chest. I recently bought another magazine other than ***Game Players***. I was very disappointed. I now know that it's not the amount, but the quality that matters. I promise never to cheat on you again. Please take me back.

(no name given)
Canada

CHRIS: ***You think you can just apologize and pretend it didn't happen? We had a good thing going and you ruined it. You really, really hurt us and I don't think that we can ever forgive you.***

WHO PAYS THIS GUY?

With *Donkey Kong Country* and Ultra 64, Nintendo is going to blow away everyone this year, so watch out Sega. PLAY IT LOUD! P.S. I love to see gore.

Mike Rial
Poplar Grove, AR

CHRIS: ***Yes, Nintendo is going to be really hot this year, and yes, your last comment did frighten me.***

FAN MAIL FROM THE FUHRER?

You guys suck. *Donkey Kong Country* is the best video game ever made. *Sonic & Knuckles* deserves about 25%. Nintendo rules. Sega sucks. Give *DKC* a 100%, give *Earthworm Jim* 93%, and give *Sonic & Knuckles* a 25%. Ultra 64 and Virtual Boy will rule. Scott Hardy is a ***. Every Sega game ever made sucks. You guys and anyone who likes Sega should be executed.

(no name given)
Athens, GA

CHRIS: ***Tsk, tsk... so full of hate. We encourage anyone who has something on their chest to voice their opinions here in Reader's Network, but there's no need to trash other guys who write in. How would you like it if all those Sega fans out there wrote in to tell you what they think of your letter (hint, hint)?***

WE GOT YOUR GOODS RIGHT HERE

Finally I have found a magazine that doesn't treat its readers like a bunch of eight year-olds. Not only do your reviewers use real names (unlike most of the other magazines), but your screen shots also seem clearer. What I want to know, though, is if ***Game Players*** has progressed into the information age with an internet e-mail address. One last thing — I saw an ad for *Next Generation* in your magazine. Can you fill me in a bit more on this new magazine? I am hoping that this won't be like other magazines' attempts to cash in on their poor readers by putting out two issues a month. My subscription is running out on my other gaming magazines and I will definitely get a subscription to one of yours, I just need to know which one.

Jerry Finelli
Oakville, Ontario, Canada

CHRIS: ***Don't worry Jerry, NEXT isn't simply a re-hash of Game Players. It's a news-heavy mag that focuses on the latest hardware and cutting-edge software from an industry perspective, but they leave the in-depth reviews and strategy to us. Issue three is on stands now, so give 'em a look. As for e-mail, stay tuned. In the meantime, you can call Jeff 'Lucky' Lundrigan at jfflucky@netcom.com. He answers all his mail. Really. You can trust us.***

WRITE WHEN YOU FIND WORK

I'm writing to tell you how things have been going since I was published in your magazine in both the pen-pal and letters sections. I now have 20 pen-pals from Canada to Germany. At school people come up and ask if that was me in ***Game Players***. One person had me autograph the magazine. It made me the English teacher's pet and I was on the front page of our school news paper. I was also quoted in our local paper for teenagers called *Insync*.

Thanks for making me a so-called local celebrity. P.S. Hi to Emily Rigelsky in Maryland. Write soon!

Jared Jones
Richmond, VA

CHRIS: ***Sounds like you're living the good life, bud. Keep up the good work, and thanks a lot for all the free publicity! We really appreciate it!***

THE PEN PAL CONNECTION

Husband, wife and son *Mortal Kombat* team wants to trade hints and tips with male pen pals.
Chris Goins
518 Rista Dr.
Etown, KY 42701

I'm a 24 year old video game die hard hobbiest who wants pen pals, connections, and overseas contacts.
J.C. Lowry
452 Lori Dr.
Benicia, CA 94510

I'm a 20 year old female with a Game Gear. I would like to be pen pals with guys 20 and up.
Joanna Howard
USS Samuel Gompers (AB-37)
Dental Department
FPO AP 96641-2515

I'm 13 years old. I would like a pen pal, male or female, to trade SNES tips, secrets and codes with.
Travis Trussel
411 Jefferson Ave.
Charlestown, WV 25414

I'm 13 and want to be pen pals with anybody who knows Genesis tips
Ed Dykshoorn
RD2, Box 102
Goshen, NY 10929

I'm 13 and am looking for someone around my age to be pen pals with. I'm into science fiction.
Justin Banner
730 Red Brush Road
Mt. Airy, NC 27030

I'm 12 and would like to get in touch with a Game Boy owner. Boy or girl. I'm a boy.
Jody O'Neal
1805 Timberline Rd.
Muskegee, OK 74403

I am 10 1/2 years old. I would like a pen pal who likes all the *Sonic* games.
Breanne Newell
8044 Rose Hill Dr.
Newburgh, IN 47630

I'd like to talk to anyone with a Genesis. I'm 10.
Dan Watkins
7390 Roper Tunnel Road
Trussville, AL 35173

I'm looking for a pen pal. If I become a famous movie star or a terrorist, my letter will be worth a million bucks.
Michael Gallagher
5918 Parkforest Dr.
Baton Rouge, LA 70816

Fear not! It's Super Pen Pal. I want to write to a girl who is 9 to 11 years old.
Tony Meyer
1847 Biemoret St.
Green Bay, WI 54304

I'm looking for some one who likes to write and read.
Sara Dean
106 Colt Ct.
Nashville TN 37221

I'd like to have a pen pal to share games and tips with.
Olmyemi Shobola
P.O. Box 574
Oshodi
Lagos, Nigeria
West Africa

If you've got a suggestion or observation about video-gaming, an answer for the Burning Question, ideas, tips or gripes, you've come to the right place! Write to the following addresses:

For Game Ideas, write to:
Game Ideas;
Game Players; 1350 Old Bayshore Highway;
Suite 210; Burlingame, CA 94010

To get into the Pen Pal section, write to:
Pen Pals;
Game Players; 1350 Old Bayshore Highway;
Suite 210; Burlingame, CA 94010

For general Network letters, write to:
Readers' Network;
Game Players; 1350 Old Bayshore Highway;
Suite 210; Burlingame, CA 94010

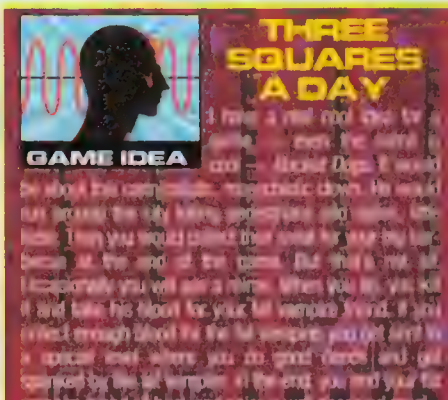
NEVER GONNA GET IT

I'm sick of hearing about there not being enough games for girls. Get real, people! If girls played games more, there'd be more females in games. And besides, honestly, have you ever heard of a female saving a male? Sure there's games like *Super Metroid*, which is really cool, but Samus is just out to save the Metroid Hatchling. So quit your yapping, girls. It's gonna be this way for a long time.

Jason Conner
Harvest, AL

CHRIS: ***One word, Jason — celibacy. Get used to it.***

Hi, Jason. You know, I wasn't out just to save the Metroid Hatchling. I was out to save the entire galaxy and I did. So the next time you decide to open your mouth and put your foot into it, try something new. Think about what you're going to say before you say it. Hey girls, write and let me know what you think of Jason and his attitude! That's the last time I save his ass!



THREE SQUARES A DAY

[illegible] to make your way to an exit so you can get out before the mall closes. You then earn the title of Super Mall King and win the Game Players Shopping Cart Award.

Scott Nemitz,
Tulsa, OK

BILL: *Two or three things come to mind after reading your game idea, Scott. One, you must have been dropped along on a Shopping Trip from Hell by your Mom, who has a total shopping compulsion, or two, you don't have a life and you waste all of your time hanging out at the Mall. Either of these conditions reveal that you have low self esteem.*

WATCH OUT FOR THAT BRIDGE!

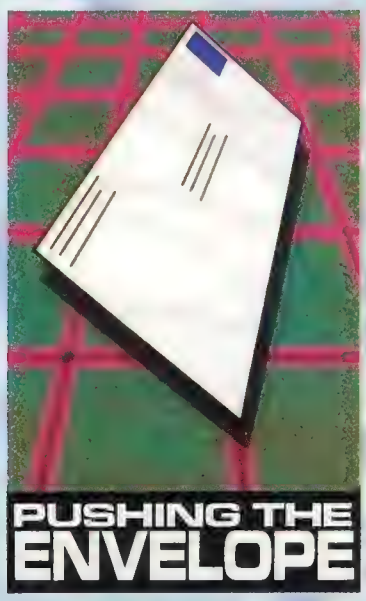
My game is called *Super Ted Kennedy*. You are Ted Kennedy. You must go from the Cheers bar in Boston to Capitol Hill. On your way you must collect beer for power ups and belch to kill off all of the Romney supporters. Some of the bosses would be Senator Dole, Ronald Reagan, George Bush and the ghost of JFK. Bonus levels would be to drive to the Kennedy compound without wrecking the limo. If you make it to Capitol Hill, you get to ruin the country, but if you lose, Senator Dole will make sure that the dentist will be the only one to identify your body, and your wife gets a big life insurance check.

Nick Havens,
Columbia Cross Roads, PA

BILL: ***Since America is a two party democracy, we could also have a game called Super Ronald Reagan. In this exciting game, you get to dye your hair black, and forget a lot of stuff. You win when your wife runs the country with help from her friendly Ouija board.***

SHOP UNTIL YOU DROP

[illegible] Shopping Mall. First you must choose a [illegible] Then you must [illegible] Everything On Sale, Senior Citizen Discount, Blue Light Special, Last Chance, Going Out of Business, Buy One Get One Free,



They all knew he would kill for his dose of reader art, but why was Bill Donohue suddenly preoccupied with cheese?

Hey, I'm bad and I'm back, with more of the best artwork under the sun! It's a real kick to check out all the great graphics you guys work so hard to create — almost as great a kick as you might get from a fine, aged Cheddar or a mellow Camembert. With those two excellent cheeses in mind, let's see who can come up with the weirdest picture involving video game characters and cheese! All the pictures that don't smell like Limburger will be accepted. So don't be holier than Swiss, Jack! Send 'em in! I don't give an Edamer how Gouda they are, just so they don't Danablu! It's Emmental, Watson! Say cheese!

Bill

WINNER

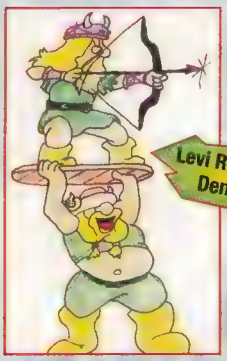
By the time the dentist diagnosed the problem, it was too late. **Mike Vary, Phoenix, OR**

PeterWoythow, Alberta, Canada

Behind every successful man, there's a good, albeit masked, woman.

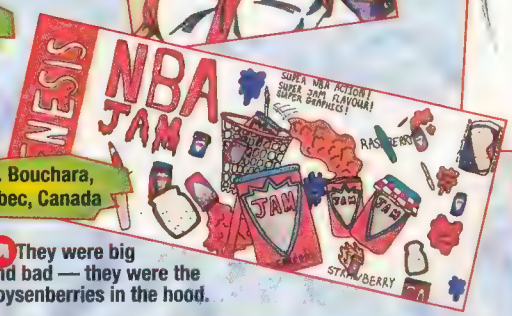
Jeremy Jaruinen, Cohocta, MI

Tired of being picked on, the Snot People decided to fight back!



Levi Richardson, Denver, CO

Until the invention of the wheel, skateboards remained slow and clumsy.



J.E. Bouchara, Quebec, Canada

They were big and bad — they were the boysenberries in the hood.

Josue Mercada, Lajas, P.R.

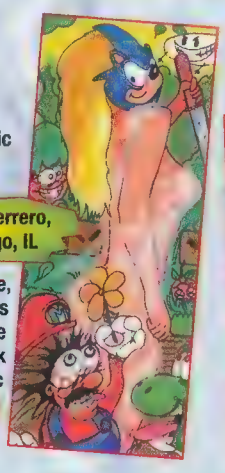
Ryan Rueh, Aroma Park, IL

It wasn't a comet that destroyed the dinosaurs, it was the prehistoric mosh pit that did 'em in!

The autopsy found banana fragments in the deceased's stomache.

Katie Thien, Milwaukee, WI

It was the last time that Bart ever snapped a bra strap.



Ivan Guerrero, Chicago, IL

The strange, terrible dreams finally drove Mario to seek psychiatric help.

Justin Kim, San Bruno, CA

With dawning horror, he realized that they all knew he hadn't washed his hands.

SAY CHEESE!

Mike Vary is the Big Cheese this month! Next month could be your shot at Frommage-dom! Send your art to:

Pushing The Envelope;
1350 Old Bayshore Highway;
Suite 210;
Burlingame, CA 94010

The ten best get real cheesy flavor! Please include your name, address, age and the type of gaming system you own on the back of your work. Every month, one lucky artist will receive a 'Mystery Prize'.

MARCH 1995

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BPA INTERNATIONAL

Back Talk Back Talk Back

We'd be lying if we told you that there's nothing exciting going on around here. There's a bunch o' stuff happening here and now we're gonna tell you all about it! This should hold you over until next month!

AYE, AYE, CAP'N!

Psst! Hey, you! Over here. We don't have much time, the Cap'n's blackguards will be on us in a minute, so listen closely. When we first set sail with Cap'n Slate, we thought it would be all beer and skittles, but we were wrong. The Old Man of the Sea has us swabbing the decks from morn until midnight. Then there's the watches we all have to stand, searching for the elusive Great White Hamster. The Cap'n just keeps stalking the deck on that peg leg of his, muttering 'Donkey Kong has a country, but my homeland has been devastated by Bomberman.' I tell you, matey, it's enough to make a grown man drink — but the Cap'n only likes soft drinks! We'll continue to sail with the Blackheart... after all, he does like Plucky Duck the best! Or was that Daffy Duck? We'll never know...

SECRET AGENT

The last mission was a real tough one — several of our agents were trapped behind enemy lines and by now have probably paid for their selfless service to the *Game Players* cause with their lives. But desperate times warrant desperate measures. We knew that valuable video game information was being disseminated and that it was our duty to bring this priceless data to our loyal readers. So we sent the Strike Force, a dedicated team of seasoned professionals, into the Winter CES, to bring back the information that was printed for your eyes only in the issue you're now holding.

Next month, the finest brains in our Analysis section will be decoding, analyzing, and cracking all of the data we intercepted at the CES, in order to enable you, our dedicated readers, to make the wisest decisions possible when it comes to spending your treasury of gaming dollars on the newest games and systems. You can sleep soundly tonight, knowing that the *Game Players* Secret Service is standing its watch diligently. Yes, it's a tough job, but someone has to do it. Remember us when you go to buy a game, and just give us a little smile and a thumbs up. After all, we'd do that much for you.

WIN A GAME!

We've had breakfasts that looked better than this. And we're not proud of that fact. Here's the March Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to: March's Scrambled Mess, *Game Players;* 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010. The first entry we pick out of the box on Friday, March 17th, wins. Remember to include the system you own. All the usual rules apply. The winner of our November *Hard but Queasy* Contest was **Jonathan Ruiz-Lopez, of Coral Gables, FL.** He correctly identified the scrambled picture as a screen shot from *The Lion King*. His prize will be hitting the sunny beaches soon.

AND THE WINNER IS... BOOM!

The winner of the First Official *Game Players* Spoiler Memorial *Bomberman* Tournament (whew!) is none other than Cap'n Chris Slate, who defeated all comers to win the crown. (Actually, we let him win.) The Tournament is named after Mark Higham, our last Editor, who couldn't play *Super Bomberman* very well at all. He used to ruin other players' chances at winning with suicide attacks, so we called him the Spoiler. We don't know when the next tournament will be, but, you'll know the winner as soon as it happens. (We'll probably have to let Chris win again, though.)

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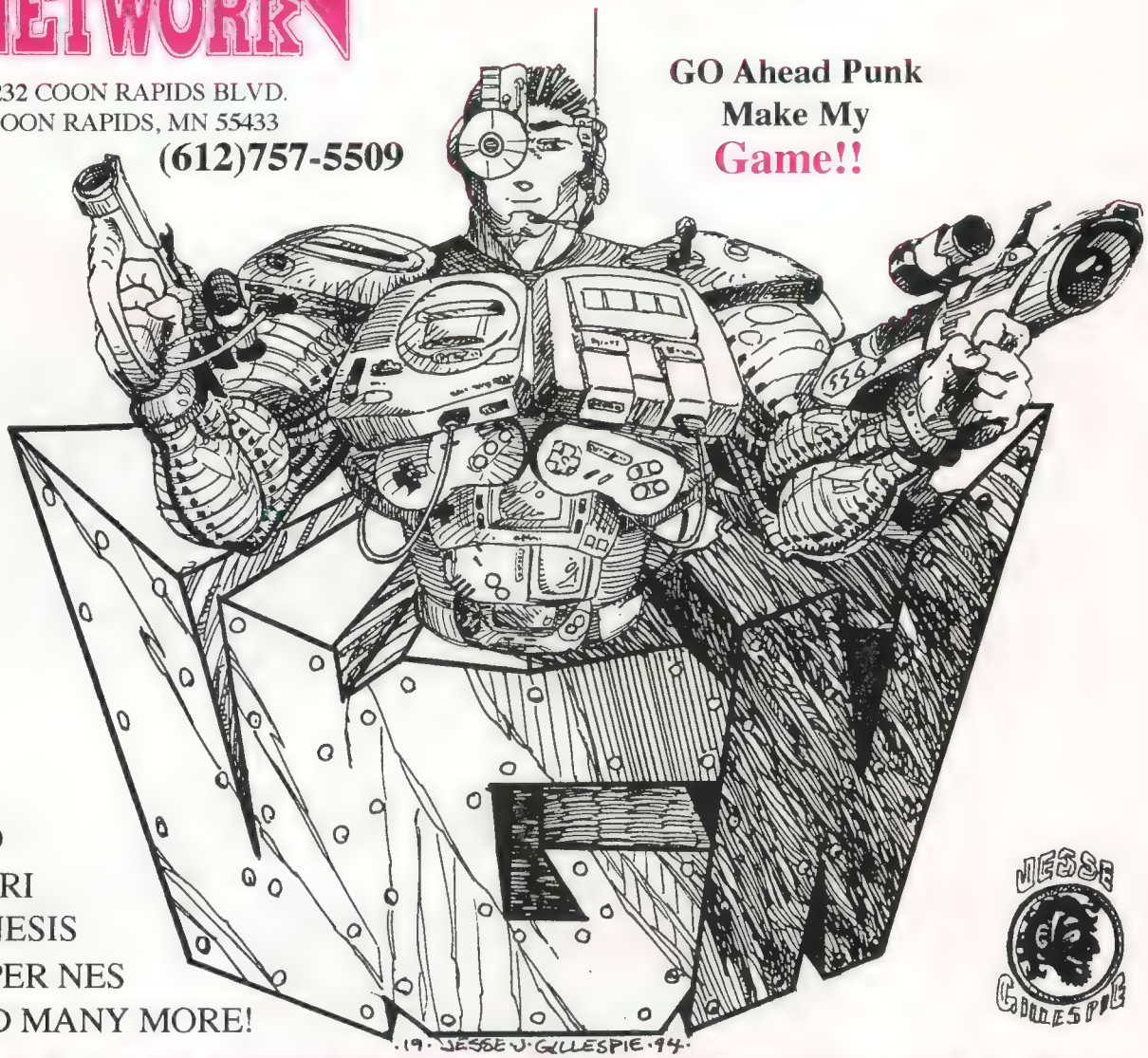

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SPEATOR

If you can read this, you know what it's like doing a few too many barrel rolls, head bounces and triple reverse slips on Uniracers... Omagawd... I think I'm gonna hurl...

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K-A
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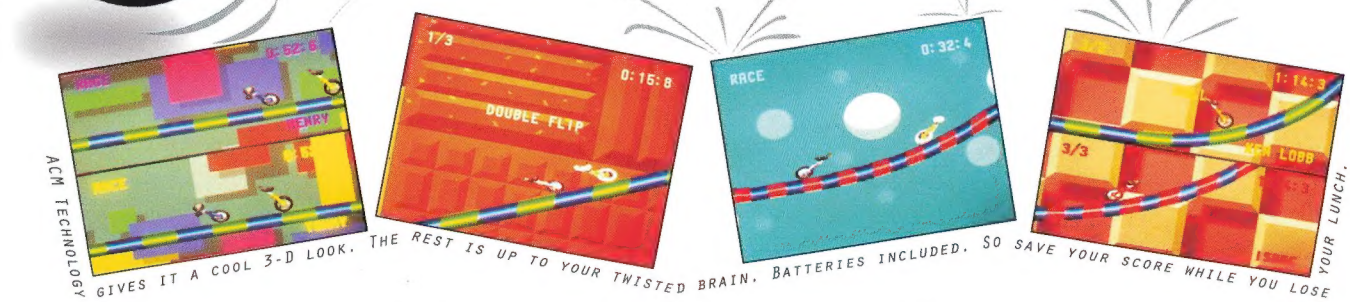

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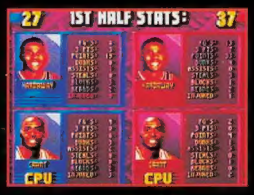

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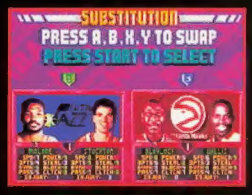

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